VISIT…

DUNGEONS & DRAGONS® Supplement

RACES OF EBERRON™

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Introduction

Races of Eberron is a rules supplement for the Dungeons & Dragons® Roleplaying Game. It is primarily a player resource focusing on new options and expanded rules for D&D players whose characters are shifters, changelings, kalashtar, or warforged. DMs can use this book as a resource for creating NPCs and adventures, either in the Eberron campaign setting or in any setting of their own creation that includes these unique and interesting races. This book also includes the basic descriptions of the races that it covers, making it possible to make and play characters of these races even if you don't own the *Eberron Campaign Setting* book.

WHAT IS A RACE OF EBERRON?

The four races described in the *Eberron Campaign Setting*—the subtle changelings, the introspective kalashtar, the feral shifters, and the mighty warforged—are all thoroughly described and fleshed out in this book, making them part of the core D&D experience in addition to preserving and accentuating the roles they play in the world of Eberron.

Why is *Races of Eberron* a core D&D supplement and not an Eberron-specific book? Changelings, kalashtar, shifters, and warforged are excellent additions to any D&D campaign, offering fun and unique play experiences and enriching any setting. However, players should check with their DMs before creating such characters, just to be sure they're valid options in the campaign. And, frankly, we're so pleased with these new races that we want all DMs and players to think about including them in their games.

WHAT'S IN THIS BOOK?

This book contains information for players and DMs, showcasing new options for characters and creatures with a connection to these races.

Warforged (Chapter 1): This chapter goes beyond the warforged description in Chapter 2 of the *Eberron Campaign Setting*, detailing warforged psychology, with its emphasis on the strange mindset that these living constructs have, the limitations inherent in their recent creation, and many of their traditions and abilities. This chapter also discusses how to act and talk like a warforged and describes what it's like to spend time immersed in warforged culture.

Shifters (Chapter 2): Swift and feral humanoids with a trace of lycanthrope blood in their lineage, shifters can take on animalistic characteristics for a short time. In addition to the traditions, roleplaying advice, and descriptions of shifter attitudes that you'll find in this chapter, it includes four new shifter traits, providing even more options for this powerful race.

Changelings (Chapter 3): Chapter 3 delves into the difficulties of changeling life, highlighting the ways in which they deal with the distrust that others often show them. Changelings deal with their abilities and the mistrust they engender in remarkably diverse ways, and this chapter provides detailed advice on the ways that changelings express their abilities.

Kalashtar (Chapter 4): The thoughtful kalashtar fight an unending struggle against the dreaming dark and the forces of the Inspired. The kalashtar have developed powerful psionic and martial traditions, and many of these are discussed along with the race's description.

Other Races (Chapter 5): A mix of subraces and cultural writeups appears here, and the humanoid races from the *Player's Handbook* are discussed in terms of their role and characteristics within the Eberron setting. Although this information might seem at first applicable only to an Eberron campaign, the traditions, customs, and roleplaying advice described in this chapter can be adapted to nearly any race, culture, or campaign.

Character Options (Chapter 6): This chapter offers new racial substitution levels and new feats for the races of Eberron. The new feat types introduced in the *Eberron Campaign Setting* for warforged and shifter characters are greatly expanded, and other feat choices designed for changelings, kalashtars, elves, dwarves, and the other races of Eberron abound.

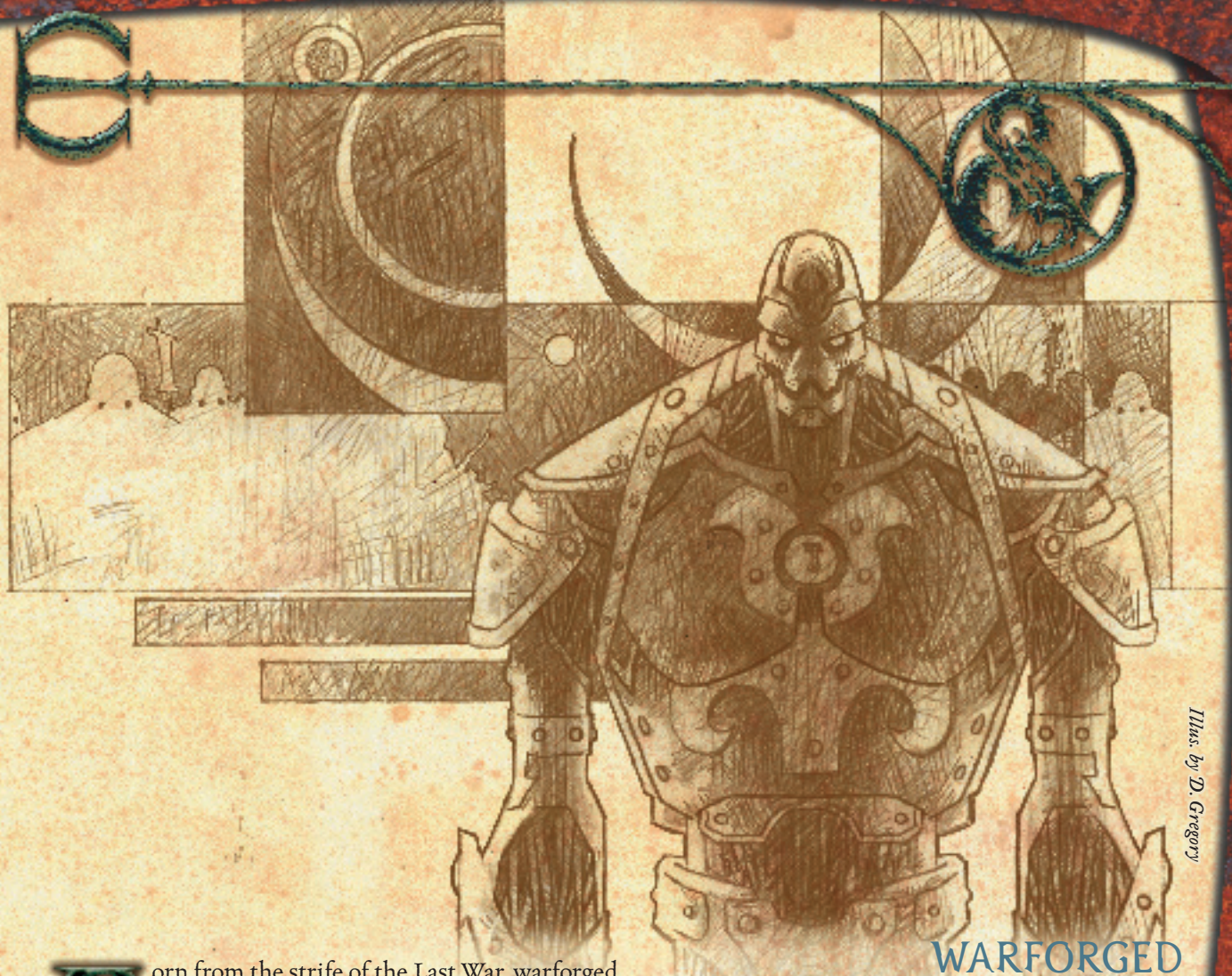
Prestige Classes (Chapter 7): This chapter provides eight prestige classes, two for each of the main races described in this book.

Equipment (Chapter 8): Included here are magic items and exotic gear that enhance the abilities of the races described in this book.

Magic and Psionics (Chapter 9): The final chapter of *Races of Eberron* offers new arcane and divine spells, artificer infusions, and psionic powers.

WHAT YOU NEED TO PLAY

Races of Eberron makes use of the information in the three D&D core rulebooks—*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. In addition, it includes references to material in the *Eberron Campaign Setting*, the *Expanded Psionics Handbook*, *Complete Divine*, *Complete Arcane*, *Monster Manual III*, and *Manual of the Planes*. Although possession of any or all of these supplements will enhance your enjoyment of this book, they are not strictly necessary.



Illus. by D. Gregory

Born from the strife of the Last War, warforged remain as constant reminders of that terrible time. To look upon one is to see an instrument of destruction, a heartless killing machine, a siege engine in the shape of a man. Despite the purposes for which House Cannith built them, however, warforged can choose to be peaceful. When given thinking minds, warforged were granted the ability to surpass the limited uses for which their creators had designed them.

When peace finally came, the nations of Khorvaire agreed to free the warforged, granting them their first opportunity to make their own choices. Although tireless creations, the warforged had long ago become tired of war and chose to live among the other races. Unlike other veterans of the Last War, however, the warforged have never known peace and have no homes to which to return. The warforged thus live uneasily among the other races of the world, seeking to create a place for themselves in unwelcoming lands.

This chapter expands on the description of warforged found in the *Eberron Campaign Setting*, offering insights into warforged life, personality, and habits.

WARFORGED RACIAL TRAITS

Living Construct Subtype (Ex): Warforged are constructs with the living construct subtype. A living construct is a created being given sentience and free will through powerful and complex creation enchantments. Warforged are living constructs who combine aspects of both constructs and living creatures, as detailed below.

Features: As a living construct, a warforged has the following features.

- A warforged derives its Hit Dice, base attack bonus progression, saving throws, and skill points from the class it selects.

Traits: A warforged possesses the following traits.

- Unlike other constructs, a warforged has a Constitution score.
- Unlike other constructs, a warforged does not have low-light vision or darkvision.
- Unlike other constructs, a warforged is not immune to mind-affecting spells and abilities.
- Immunity to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion,

effects that cause the sickened condition, and energy drain.

- A warforged cannot heal lethal damage naturally.
- Unlike other constructs, warforged are subject to critical hits, nonlethal damage, stunning, ability damage, ability drain, death effects, and necromancy effects.
- As living constructs, warforged can be affected by spells that target living creatures as well as by those that target constructs. Damage dealt to a warforged can be healed by a *cure light wounds* spell or a *repair light damage* spell, for example, and a warforged is vulnerable to *disable construct* and *harm*. However, spells from the healing subschool and supernatural abilities that cure hit point damage or ability damage provide only half their normal effects to a warforged.
- The unusual physical construction of warforged makes them vulnerable to certain spells and effects that normally don't affect living creatures. A warforged takes damage from *heat metal* and *chill metal* as if he were wearing metal armor. Likewise, a warforged is affected by *repel metal or stone* as if he were wearing metal armor. A warforged is repelled by *repel wood*. The iron in the body of a warforged makes him vulnerable to *rusting grasp*, taking 2d6 points of damage from the spell (Reflex half; save DC 14 + caster's ability modifier). A warforged takes the same damage from a rust monster's touch (Reflex DC 17 half). Spells such as *stone to flesh*, *stone shape*, *warp wood*, and *wood shape* affect objects only and thus cannot be used on a warforged.
- A warforged responds slightly differently from other living creatures when reduced to 0 hit points. A warforged with 0 hit points is disabled, as with a living creature. He can take only a single move action or standard action in each round, but strenuous activity does not risk further injury. When his hit points are less than 0 and greater than –10, a warforged is inert. He is unconscious and helpless, and cannot perform any actions. An inert warforged does not lose additional hit points unless more damage is dealt to him, however, as with a living creature that has become stable.
- As a living construct, a warforged can be raised or resurrected.
- A warforged does not need to eat, sleep, or breathe, but he can still benefit from the effects of consumable spells and magic items such as *heroes' feast* and potions.
- Although living constructs do not need to sleep, a warforged wizard must rest for 8 hours before preparing spells.
- +2 Constitution, –2 Wisdom, –2 Charisma: Warforged are resilient and powerful, but their difficulty in relating to other creatures makes them seem aloof or even hostile.
- Medium: As Medium constructs, warforged have no special bonuses or penalties due to their size.
- Warforged base land speed is 30 feet.
- Composite Plating: The plating used to build a warforged provides a +2 armor bonus. This plating is not natural armor and does not stack with other effects that give an armor bonus (other than natural armor). This composite plating occupies the same space on the body as a suit of armor or a robe, and thus a warforged cannot benefit from the effects of magic armor or magic robes. Composite plating can gain a magic enhancement bonus and magic armor properties as armor can, using the Craft Magic Arms and Armor feat. The character must be present for the entire time it takes to add this enhancement. In addition, spells and infusions that normally target armor, such as *magic vestment* and *armor enhancement*, can be cast with the composite plating of a warforged character as the target.

WARFORGED IN D&D

Although warforged were created for use in the Eberron campaign setting, they make an excellent character race for any D&D® game. Warforged are particularly appropriate in a high-magic setting where war has been an ongoing feature in the land. They might be relics from ancient times, only recently reactivated, or they might be new creations still in service for various powerful nations or organizations.

When warforged are used, DMs should be mindful of potential controversies regarding the warforged: Do they have a soul? How are they affected by being unable to heal? They are affected as both a construct and a living being, so including aspects or effects that target constructs can be an effective way of including the warforged in the action and getting around any seeming invulnerability the race might have.

Warforged are perennial outsiders, longing to be accepted but forever the "other." How do various races in your campaign regard warforged? Are they part of a larger society, or are they too scarce to form any concerted movement? Do they even want to live among other races, or do they look down on those who wish to be something other than what they are?

The answers to these questions should provide role-playing opportunities for warforged throughout your campaign.

Composite plating also provides a warforged with a 5% arcane spell failure chance, similar to the penalty for wearing light armor. Any class ability that allows a warforged to ignore the arcane spell failure chance for light armor lets him ignore this penalty as well.

- Light Fortification (Ex): When a critical hit or sneak attack is scored on a warforged, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.
- A warforged has a natural weapon in the form of a slam attack that deals 1d4 points of damage.
- Automatic Languages: Common. Bonus Languages: None.
- Favored Class: Fighter. A multiclass warforged's fighter class does not count when determining whether he takes an experience point penalty for multiclassing.

A DAY IN THE LIFE

Watcher detects a light blue tint in the windows across the road and knows that only a few more hours remain before dawn. He has learned from a thousand similar nights that the blue tone will gradually brighten, first to gray and then to a pale yellow. The sky over the building behind his back won't grow bright enough to offer a true reflection in the paned glass until just after dawn, when his human employer will awaken and begin to stir. Watcher ponders this as he stands motionless in the doorway on the dark street, eyes and ears ever alert for threats to his employer's warehouse.

Despite the darkness and the danger of his nightly vigils, Watcher looks to the coming day with resignation rather than anticipation. Daylight brings the hustle and bustle of city life, and it will no doubt bring the hollered commands of his employer and her sons. Although the night can bring confrontations with thieves, daytime life is more complicated, more troublesome. At night, this part of the warehouse district can be so still and quiet that for hours at a time Watcher feels as though he's the only living thing in the city.

On such nights, Watcher thinks about the Last War and of his former comrades in arms who now work in other parts of the city. All of them were adrift after the Treaty of Thronehold declared them free. When their unit was told of the treaty's meaning, they simply stood waiting in the rain for three days until their human commander returned and ordered them to disperse. For months they wandered the roads and traveled through the wilderness aimlessly. Eventually Watcher suggested that they try doing what humans do in peacetime. All of them have jobs now, and Watcher rarely sees them. A few work in the mines outside town, some are part of the city watch, and several work as salvagers when ships run aground on the reefs in the bay.

As Watcher contemplates these things, his hands work with a knife and a piece of wood. With swift and deft cuts, he whittles almost unconsciously, carving a small block of wood into the shape of a lizardlike creature he once saw flying over the battlefield, its rider casting lightning down with a forked wand. When finished, he places the wooden monster against the side of the building and picks up another block of wood, never taking his eyes off the shadowy street.

Inevitably, the sun rises. Watcher gazes impassively as the first morning travelers go about their business. Most passersby deliberately ignore him, which is a vast improvement over when he first started work at the warehouse. Some people spit on him as they passed, calling him a job stealer. Watcher could do the jobs of two or three humans, so the hostility made sense, but he had to work somewhere to pay off his debt for the repairs done on him when he arrived in the city.

A dwarf dockworker Watcher had spoken to once gives the warforged a habitual nod as he passes and Watcher nods in return, pleased by even this small affirmation of his presence. As usual, the neighborhood children come squealing up to the building to gather up his night's carvings. One of them surprises Watcher by having the courage to thank him instead of simply grabbing a toy and running away.

In an hour, the coach of his employer arrives, and she and her sons step down to enter the building. Watcher follows them in, and when there is a break in their morning chatter, he gives his report of the night. Afterward, Watcher steps back outside to await other commands, hopeful that they'll require his services elsewhere in the city. Instead, one of the sons comes to tell him to stand ready in the warehouse to unload wagons. Watcher thinks the man's name is Barro, but his employer has six sons, and they all look too similar for him to tell them apart.

Watcher unloads wagons for a time. It's simple work, and Watcher's mind is free to wander. After a while, the sons and other workers sit down to eat, signaling to Watcher that it is sometime after noon. They return to work shortly, and everyone works hard and fast. As the light outside the warehouse doors dims, Watcher notes that the activity in the warehouse does not diminish. The other workers are sweating and doing the curious things typical of humans becoming tired. They yawn more frequently and become clumsier as the evening wears on, and eventually Watcher's

employer orders them to go home. "Watcher can finish the rest," she says with some satisfaction—and Watcher does.

It takes him several more hours to stack the unloaded barrels and crates, but he does so without comment or complaint. Standing in place or lugging heavy cargo—it makes little difference to Watcher, as long as he has something to do.

Watcher checks one last time to make certain he has done all that his employer asked him to, and then he steps out of the warehouse into the cool predawn air. After locking the door behind him, Watcher turns his back to the door and steps into the doorway, assuming his customary post as guardian.

Watcher notes the yellow tone in the windows of the building across the road. In an hour or two, the dwarf will walk by again and another day's labor will begin. Watcher spends the time before his employer returns wondering what it might be like to be a dockworker or to join his old comrades in salvaging cargo from the sea. Perhaps next year, he thinks, or maybe tomorrow.

WARFORGED PSYCHOLOGY

The technology used to create warforged began with the methods used to create mindless constructs. Although true sentience was a goal, there was little thought given to what the effects of sentience would be or how to best prepare those minds for their new existence.

At the moment of a warforged's first awakening to the living world, it can understand the language of its creator and instinctively knows how to move its body, but in all other respects the newly created warforged is a blank slate. At this early stage, any creature has great power to mold the future psychology of a warforged. It has no knowledge of the world, no understanding of falsehood, and no feelings about good or evil. Lies told to it then might be considered truth forever, or at least until disproved.

Most warforged were created in the forges of House Cannith. During the Last War, House Cannith had heavily regulated regimens of instruction for warforged. At their core was the understanding that a warforged was not entitled to choose for itself. It was created for one purpose: to be obedient to and fight for whomever bought it.

This simple concept required months of instruction. Although fighting came naturally enough, warforged had to be taught the use of weapons and tactics. They were instructed in how to recognize enemies, know allies, and improvise when left without commands. Most of this training took the form of elaborate war games in which warforged fought one another with real weapons while artificers and magewrights stood on hand to heal them. The victors received praise and saw the exultation on the faces of their human commanders, while the losers were berated.

At this point most warforged felt their first emotions. For most it was a single feeling: pride or shame, joy or jealousy. From then on, the warforged fought to preserve or quell that feeling through combat. It was better to feel nothing than to be jealous of others or shameful, and to maintain joy or pride, a warforged had to succeed constantly in battle. This simple view of the world served the warforged's creators and buyers well.

Next came fear. Although sometimes it is magically induced, most warforged first experience fear not in the face of overwhelming odds or terrible carnage, but when they realize that death means an end to experience. For a warforged, this is a traumatic revelation.

Warforged were designed not to require sleep; they don't have any reckoning of a time when they aren't able to experience what happens around them. When a warforged was awakened from incapacity, it saw for the first time that the world moved without its input, things changed over which it had no control, and time passed without its knowledge. At this point, House Cannith trainers explained death to the warforged as equivalent to oblivion. Once that information had been implanted, fear could then be used as a motivator to get warforged to do their creators' bidding.

GENDER AND PERSONALITY

Warforged were created without gender—a living construct with no need to reproduce or form a gender identity. Their only purpose was to fight for their owners and fall on the battlefield if necessary in pursuit of larger goals. It was something of a surprise, then, when warforged began adopting gender identities on their own, without direction from any of their owners.

While some warforged are comfortable with thinking of themselves as genderless beings, many have instead adopted a male or female personality to which they adhere in their daily lives. Those who attempt to fit into the societies of the races around them might choose clothing that traditionally applies to their gender of choice and pursue socially approved occupations for their chosen genders.

When you create a warforged character, decide at the time of creation whether the character will have a male or a female personality. This decision cannot be changed later.

While his comrades ger their rest, a warforged passes the time by sharpening their weapons for them

Illus. by S. Prescott

Warforged learned about other emotions on the battlefield. Most gained a sense of camaraderie from sharing battlefield successes and failures, but few know what real friendship is, and fewer still understand an emotion as complicated as love. Hate comes somewhat more easily to warforged. Warforged who know jealousy can most easily understand hate, but any warforged who cares for his comrades and fears for his life can come to hate an enemy that threatens both.

When the Last War ended and the Treaty of Thronehold declared warforged to be free beings, warforged lost the structure of their existence. Suddenly thousands of warforged were left bereft of leadership or purpose. This bewildering freedom led to a profusion of lifestyle choices.

In Thrane and Karrnath, most warforged became indentured servants, tireless workers who could rebuild the lands ruined by war. In other lands, many warforged stood on the mustering fields for days or weeks, waiting for orders that would never come. Some warforged then banded together to decide what to do, while others looked to one of their own for a leader. Still others immediately set out in search of a life free of war. In those chaotic days that followed their freedom, warforged made their choices based on their feelings about the four facets of their free lives discussed below. The ideas they formed then about these core facets of their lives ruled their psychology and influenced the choices they made.

NEEDS

Warforged need little to survive: not sleep, food, or even air to breathe. Warforged need only shelter from extremes of cold and heat, and to repair damage done to their bodies. With such minimal requirements, one might think a warforged could travel to a temperate clime and then do nothing but simply exist, standing in place like a statue. Yet warforged are thinking creatures, and as such they require activities to occupy their thoughts.

When House Cannith first created thinking warforged, it experimented with sensory deprivation (often by simply burying warforged alive). Such experiments showed that, although warforged could maintain their sanity far longer than humans could, warforged left with nothing to do eventually became insane.

Warforged always seek something to do or to pursue some purpose. They look for a place in the world or to make their mark on it. Some warforged are content to have a meager existence, working only for materials to repair themselves and taking shelter only in the worst weather, but the vast majority pursue

some profession or activity to give purpose to their constantly working minds.

Roleplaying Application: Your warforged character should have some goal. You don't need much, so you should decide what your character wants and why. If your goal is something specific that your character can feasibly accomplish, think about what she will want when she's finished.

BATTLE

Born into a warring world, warforged were divorced from everything they understood when the Last War ended. Some warforged were relieved by the end of the conflict, some were angry, and others were frightened.

All warforged have opinions about war, and their feelings about it help dictate their current actions. War and violence are closely linked in the warforged mind—you can't have one without the other. A warforged witnessing a tavern brawl or a scuffle in the street inevitably sees it as part of a larger conflict. He might attempt to discover which side he should fight for or what tactical advantage he might gain by allowing what could be enemies to wear one another down.

The inability to think of violence on a small scale or as an isolated incident often causes problems for warforged in the settlements of their creators and former masters. For this reason, many warforged either seek peaceful lands or take up lives in which the purpose of violence is clearly defined.

Roleplaying Application: Your character should have an outlook about war, but he might have mixed feelings about it all. Look for larger conflicts in the acts of violence your character witnesses and try to define these in terms of a war. Your character might make strange associations between people or leaps of logic about alliances and chains of command that others think are ridiculous, but don't be afraid: War is naturally on your character's mind, and your strategic thinking might cut to the core of a conflict others are too emotional about to see clearly.

FREEDOM

Freedom is wonderful, but it can also be terrifying. Warforged were created to fight and trained to follow orders; lacking a war to win or a leader to follow, many warforged are intimidated by the possibilities of freedom and seek comfort in roles where expectations are clear. Although some of the indentured warforged of Thrane and Karrnath bristle under the yoke of servitude, many are pleased by the safety and simplicity of their roles as builders and workers.

A warforged may revel in freedom and despise authority, look for someone to serve, or test the waters of freedom by creeping slowly across self-imposed boundaries. Feelings about freedom can impose themselves on even the smallest decisions. A warforged offered the choice of several colors of cloaks to wear might take them all, choose a color he has seen others choose, or beg off choosing entirely.

Roleplaying Application: Some warforged embrace their construct nature and their warrior purpose. Others reject all ties to the past and seek experiences that they were not built to know. Most are lost somewhere between these extremes, trying to find a place in a world that wanted them only to fight and die, and now has no need of them.

When you roleplay a warforged, remember that the world has changed. Your character was created for war and spent every moment of life in preparation for or in the act of fighting. Her new life is strange and filled with unexpected pitfalls and hidden rules. At the same time, your character has a tremendous amount of freedom to determine her fate, and the world is filled with experiences, sights, and sounds she never before thought possible.

Have your character take pleasure in small things. Consider the depth and breadth of her experiences; when you confront something new, take note and decide how your character would react.

SOLDIER MINDSET

Warforged were sold to each of the Five Nations, and each individual owed allegiance to one of those states. Even so, a warforged was beholden not to all the people of that nation but to its army leaders. Freed warforged do not consider other creatures their masters but instead tend to view them through the filter of their old lives, placing them in one or more of five categories: commander, comrade, ally, civilian, and foe.

Warforged consider an individual to be their commander if they take orders from that person. Taught to recognize the marks of authority on the battlefield, warforged also categorize others' commanders and look for their place in the chain of command.

Comrades are those who work or fight alongside the warforged on a consistent basis. The term "comrade" is a label that a warforged uses to indicate that experience. Warforged feel camaraderie for a group or individual after going through trying times, but it is only now, among the humanoids in peaceful times, that warforged are beginning to understand the concept of true friendship.

Allies are creatures with the same goals as the warforged. Warforged always view allies with some suspicion. During the Last War, alliances were frequently broken, and warforged learned not to trust allies to remain true.

A warforged considers anyone with whom it does not have a quarrel or common goal a civilian. Civilians and noncombatants were to be ignored unless a warforged was ordered to do otherwise. Thus, warforged have difficulty relating to others now that they have no masters to tell them how to do so, and many people see warforged as disrespectful, rude, and cold.

A warforged chooses its foes based on its goals. A foe need not be attacked, but a foe is someone to be defeated. When labeling someone a foe, a warforged also looks to see who that person's allies are and what position the individual occupies in a chain of command. Of course, foes often became allies during the Last War, and warforged often attach less rancor to the words "foe" and "enemy" than do most creatures.

Roleplaying Application: Your character should have a goal and should define others based upon that goal. Other members of your adventuring party should be considered comrades, but if one betrays your trust, you might downgrade your association to that of ally.

Also, although created for action, your character was also made to take orders. If no course of action seems clear to your character, consider simply waiting until one becomes apparent or taking a cue from others. It's not that your character is indecisive or wishy-washy, it's just that she can often afford to wait—either for the situation to be clarified or for someone with more experience or knowledge to make the decision.

WARFORGED LIFE

Across the continent of Khorvaire, warforged begin new lives in the aftermath of the Last War. In an effort to find their place in what seems to them to be a new world, warforged take up all kinds of professions and lifestyles. Some settle down in pastoral lands, taking up the simple lives of peasants and emulating their neighbors' dress and habits. Others accept that they cannot live as the other races do and drift from town to town, aimless wanderers in search of purpose. Particularly selfless warforged do what other races cannot or what is dangerous for their former masters; they mine, they salvage sunken ships, they work twenty or more hours a day.

It is important to note that although warforged are tireless physically, they are still subject to mental fatigue, just as other races are. Too much time spent concentrating on the same mental task is wearying to them, and this is one of the primary motivations behind their wish to change tasks every few hours—to keep their minds occupied. Because of this, warforged are limited to working no more than 8 hours per day in creating or repairing a given object. The time it takes for a warforged to create an object is no less than for any other race, as determined according to the Craft skill description in the *Player's Handbook*.

Some places, particularly Karrnath and Thrane, embrace the warforged's ability to perform multiple tasks and use them to dominate production of goods. This causes tensions between nations and houses. In places where humanoid workers are abundant, it gives common workers a reason to despise the presence of warforged. In areas where the population was more severely depleted by a century of warfare, however, warforged simply help make up for a real shortage in the workforce.

Despite being officially integrated into society, warforged are always outsiders. They live lives that are wholly different from the lives of any other creatures. To understand how a warforged lives, one must understand what it is like not to breathe, eat, sleep, or even dream.

LEISURE

Warforged never tire and rarely allow themselves to grow bored. Their lack of need to sleep, eat, or fear the passage of time gives them almost unending patience. Yet a hard life as constant soldiers has accustomed them to endless toil, and any long period of inactivity tends to make them anxious. A warforged without a specific task to complete or one forced to wait to complete the task at hand usually creates a new task for himself, a hobby of sorts that gives his mind or body something to do.

Individual warforged choose different hobbies, but such activities tend to be either repetitious or unending. A warforged might count objects nearby, particularly if there are many of them, such as blades of grass. Another warforged might carry with her strips of leather that she braids into intricate patterns and then unbraids so she can create new patterns. Many warforged do the tasks given them when they were required to wait before a battle; these include sharpening weapons, cleaning accouterments, and checking and rechecking equipment. Such tasks can hold endless fulfillment for a warforged when she has nothing else to do.

Yet as creatures without a need for leisure, warforged often take Craft skills and create things endlessly. A warforged who has taken up the life of a smith is likely to hammer at his work from dawn to dusk and would hammer and weld on into the night were others not disturbed by the clamor. In the dark hours, a warforged smith might take up some quiet endeavor such as sewing or basket weaving. An adventuring warforged might whittle carvings as his comrades sleep, creating intricate sculptures that are the results of years of nightly practice.

Few warforged actively pursue leisure activities that require another creature's participation. During their lives among other races, they find that they have time on their hands when other races pause to eat or sleep. Thus left alone, most warforged pursue solitary activities. Still, warforged who are invited to partake in some leisure activity that involves other creatures take to it with the gusto typical of the race. Many warforged greatly enjoy games of strategy, such as chess, or gambling.

Roleplaying Application: Consider giving your warforged character a rank or two in a Craft skill and a hobby such as those described above. Armorsmithing, blacksmithing, gemcutting, and sculpting make excellent choices because you can also use those Craft skills to repair yourself. If you choose not to take a Craft skill, devise some other kind of downtime activity for your warforged character.

ART

For a race not inclined to displays of emotion, warforged produce a surprising amount of art in a broad array of media. Before the end of the Last War, the number of warforged who participated in artistic endeavors could be counted on one hand. Now, many warforged pursue some kind of artistic activity, although few warforged would think of it as such.

When warforged create art, they most often do so by mistake. Even warforged bards rarely create new music, instead repeating traditional marching songs and battle ballads. The desire for expression of emotion, ornamentation, or art to honor another does not often occur to them.

Yet many warforged create things without purpose, objects that exist for no reason other than a warforged's desire to create them. These objects are created when a warforged has little else to do. The indentured warforged of Thrane and Karrnath are kept busy with constant toil, but adventuring warforged and those who work according to the schedules of the other races around them often have nothing better to do than tinker with some hobby. Sometimes this hobby creates what other races would consider art. Most such "warforged art" is portable, something a warforged can easily carry and tinker with while others sleep or eat. Woodcarving, sketching, and weaving are popular pastimes.

Warforged art tends to be wholly abstract or completely representational; it rarely displays emotion or analysis of any kind. A warforged rarely attaches any emotion to the objects he creates; the "art" is merely something to occupy his hands and mind while he waits. Despite this, a small but fervent collector's market for warforged art exists in Breland, and certain individuals in other nations have a fondness for it.

Roleplaying Application: If your warforged has a Craft skill as a hobby, consider whether your character creates lasting items, what they are, and how your character values them. Your character might draw a picture of everyone who speaks to her each day, whittle holes through sticks, or bend wire into chain links. Your character might discard the "art" she creates or obsessively collect and store it as a record of her actions and the passage of time.

If your character lacks a Craft skill, she still might enjoy more abstract pastimes. She could collect small objects in a satchel during her travels, pulling them out and reviewing them when other characters sleep or eat.

TECHNOLOGY AND MAGIC

Warforged are constructs, but they are not machines. Warforged have bodies composed of inorganic materials but also of living magic. In this way, warforged combine technology and magic in an unparalleled manner.

During the Last War, most warforged were discouraged from taking any interest in magic or their own construction. The only practice of magic taught in the House Cannith training halls was that of the artificer, and House Cannith strictly controlled the training of the few warforged selected for that duty. Thus, most warforged think very little about magic and attach no emotion to it.

Magic and how it interacts with a warforged body hold no interest for most warforged beyond pure practicality. A warforged values magic that aids him, particularly magic that repairs his body. Warforged enjoy the ability to accept magic into their composite plating and to graft particular magic items to their bodies, but few warforged are curious about how or why either process works.

Still, some warforged, mainly those who have taken up spellcasting classes, are beginning to investigate their pasts and the rumored links between warforged and the ancient magic of Xen'drik. These few seekers of knowledge see the discovery of the means to create warforged and *docent* components as a strategic goal.

Roleplaying Application: Magic is rarely a source of wonder for your character. She is made of magic, and since her creation she has witnessed a world full of magic. Even so, your character likely has a healthy respect for what magic can accomplish.

WAR

For warforged, the purpose of life was to fight battles, and in the peace after the Last War, many warforged

continue to exist as warriors. Whether as constables, bodyguards, pirates, bounty hunters, gladiators, soldiers, or adventurers, some warforged continue to live their lives in the old way. Other warforged have chosen or been forced to take up other lives and new purposes. Regardless, all warforged have opinions about war, but their reasoning about it tends to mystify members of other races.

Warforged were made for warfare, a fact reinforced every time the name of their race is spoken. They view much of life in terms of battles and objectives, combatants and noncombatants, enemies and allies. Even warforged who did not have the opportunity to participate in the battles have been indoctrinated through training to have a soldier's mindset. This causes most warforged to think of war not as wrong or even as a necessary evil, but instead to view it as natural. Violence, an activity they pursued during war and in training for war, is not loathsome or terrible—not any more than it is to a predatory animal.

A few warforged pacifists exist, mostly stemming from a dozen or so warforged who were trained as personal aides rather than as warriors. Some warforged veterans take up quiet and peaceful lives, hoping never again to see battle, but such warforged usually keep their old swords above the mantle, ready and willing for when war breaks out again.

The warforged view of violence makes many members of other races afraid of them, and it's a common misconception that warforged themselves are fearless. In truth, the average warforged fears destruction as much or more than other races fear death, but warforged do not feel or fear pain in the same way that most creatures do. Pain is not a fear-laden indicator of impending death, but rather a gauge of overall operational status—informative if somewhat unpleasant, bur rarely frightening or debilitating.

When a warforged is close to destruction, it can exist in that state for as long as it takes for repairs to be made. Warforged know this and rely upon it—as an example, some warforged now go into battle with self-inflicted nonlethal damage, a tactic outlawed by their masters during the Last War.

During that war, warforged learned that most people ignored fallen warforged, and beasts do not care to eat them. A warforged knocked unconscious can thus exist in that state indefinitely, waiting for an ally, enemy, or stranger to make repairs. Warforged who employ this tactic have unusual confidence in their ability to survive battles. Of course, a warforged repaired by an enemy must usually serve that enemy or face destruction, but the warforged who use this tactic often care more for their own survival than the success of their cause.

The relative peace in Khorvaire mystifies most warforged. The problems that caused the Last War seem unsettled, and the reasons for the Treaty of Thronehold are foreign to them. Warforged continue to see battles fought between nations, and conflicts of all kinds rage all over the world, so the "peace" after the war simply seems to be a new way of fighting.

A small number of warforged actively seek a return to the state of war. Some of these warforged find their services prized by those who think the Treaty of Thronehold left some unsettled business, but most disaffected warforged seek out the Lord of Blades in the Mournland, looking to join his rumored army.

Roleplaying Application: Your warforged should have an opinion about war, but it doesn't have to be one of those expressed here. Regardless of your opinion, your warforged likely views the world in terms of strategic goals and battles that must be won. Consider what your character's goal is and think about how that goal might be thought of as related to a war.

WARFORGED SOCIETY AND CULTURE

The Treaty of Thronehold declared warforged to be free creatures just two years ago, and the living constructs have had little time to create a society or culture beyond the limited soldier culture they possessed during the Last War. What society exists among warforged is largely a remnant of the command structures of the armies of the Last War.

Squads of warforged remain together, bound to one another by their sense of camaraderie. These small groups tackle the challenges of life after war as a unit, often taking similar jobs and living together. Sometimes a squad commander leads these warforged, serving to help the squad find its place in the new world they all live in.

Even those without comrades upon whom they can associate are rarely alone for long, though. Due to their common abilities, warforged without squads often find themselves in similar lines of work. Warforged who work together often elect a leader (independent of the desires of their employer) and become an impromptu squad.

Warforged who are truly alone often seek camaraderie with other groups of creatures. They might be able to find solace among those of other races with whom they work, but many warforged find that other laborers are jealous of their tirelessness and distrustful of their warlike natures.

The strongest bonds formed by warforged are typically with those who judge them by their actions and abilities rather than their past, so it shouldn't

be surprising that many warforged take to a life of adventure or a mercenary existence. In battle against a common foe, the prejudice that warforged typically face fades away, and allies rely on them as they would any friend. Yet even among adventurers, some think of warforged as tools rather than thinking and living creatures; warforged who manage to find true acceptance and respect among other creatures remain steadfastly loyal to them.

Warforged share a common culture mainly because of their outlook. They all seek a place in the world after the Last War. They are all natural warriors, with little that they fear. Extremes of emotion are uncommon, and they are industrious workers. Yet from this common ground, warforged diverge to a myriad of behaviors leaving little that can be called culture or society.

Many warforged adopt the culture of the area they live in. A warforged might even dress in the clothes common to folk in the area and emulate the speech patterns and customs of his neighbors. Some warforged take such efforts to great extremes, exploring their living nature by engaging in eating, and "sleeping" by remaining inactive during the night.

Other warforged deny their living nature and instead revel in their differences from humanoids. These warforged never wear clothes or partake in the celebrations or rituals of the societies in which they live. They remain active constantly, taking pride in their tireless strength. Such warforged often take up professions where their construct nature gives them a great advantage, such as mining and underwater salvaging.

RELIGION

In the warforged training halls, members of House Cannith kept talk of religion to a minimum. Warforged were informed of the capabilities of clerics and paladins and taught how to recognize them on the battlefield, but their trainers conspicuously avoided discussion about the nature of religion or the afterlife. Uncertain whether warforged even possess souls, the House Cannith trainers hammered home the concept that destruction meant oblivion and that clerics and paladins were simply spellcasters like sorcerers and wizards. This approach allowed them to sell warforged to customers regardless of religious affiliation.

In the years since the Last War, warforged have learned of religion and gods. The vast majority of warforged don't understand why someone would worship a deity. It seems to them like choosing to be beholden to a master who never gives commands. Many warforged are offended by the concept of worship, and nearly all seem to think belief in deities is foolish.

Despite their dismissal of gods, however, warforged recognize the power of clerics and paladins. Many see the value of members of other races devoting themselves to ideals when it results in power. Although warforged understand this concept, they see more benefit from the spellcasting of an artificer, and most who choose to gain magical power take that path.

The rare warforged who thinks religion has something to offer is likely a zealous convert and a member of the cleric or paladin class. Warforged were not brought up with religion, and a warforged who takes a religious path has thought long and hard about the subject and made a deliberate choice to believe. Warforged who take up the banner of religion could worship nearly any deity or concept, but some general tendencies are seen throughout the small population.

The Sovereign Host: Warforged who follow the Sovereign Host often think of them more as comrades than as entities to honor with worship. The gods travel with their warforged worshiper and help in various ways. Many clerics of other races are offended by the warforged thinking of the Sovereign Host in such a familiar manner and consider it blasphemous when a warforged refers to the deities as walking and speaking to him on a daily basis.

When warforged single out a particular deity to worship, they most often choose Dol Arrah, Dol Dorn, or Onatar, with Onatar being a clear favorite. The other deities of the host have spheres of influence that rarely concern a warforged. For instance, a warforged devoted

THE QUESTION OF SOULS

The Treaty of Thronehold gave warforged their freedom, but only after great debate. House Cannith and Thrane argued ardently that warforged were not living creatures because they do not possess souls. Their evidence for this was that warforged cannot become undead by any known method, not even ghosts or shadows. They are immune to energy drain, and no one knows of a warforged soul in Dolurrh, the Realm of the Dead. Breland argued that because warforged can be raised and resurrected, they must have souls. Of course, House Cannith and Thrane countered that no warforged brought back from death told tales of any kind of afterlife.

In the end, the Question of Souls, as that portion of the negotiations came to be known, was left unanswered. Warforged were freed because they could exhibit thought and free will. Today many people continue to think of warforged as creatures without souls, and citizens of Thrane often refer to warforged as "the soulless."

to nature is more likely a druid than a cleric of Arawai or Balinor.

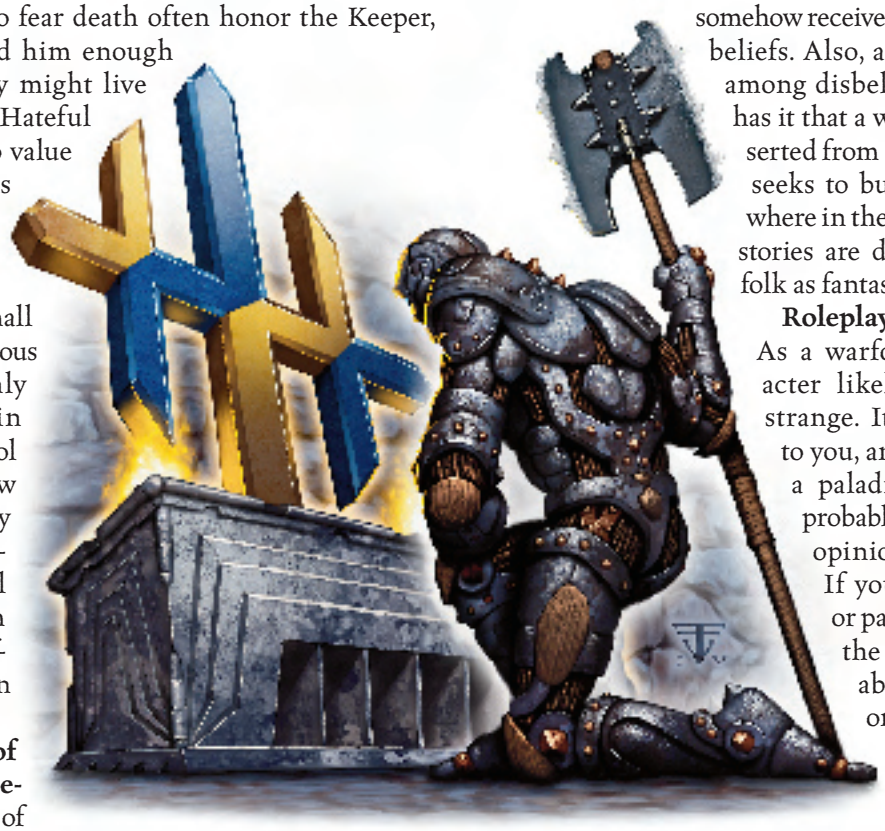
The Dark Six: Most warforged who follow the Dark Six despise their former masters and pay homage to the evil deities as forces that can destroy the other races. Warforged who favor a particular deity often worship the Fury, the Keeper, or the Mockery. Warforged filled with rage at their enslavement prefer the Fury. Warforged who fear death often honor the Keeper, hoping to send him enough souls that they might live beyond death. Hateful warforged who value strength of arms or guile prefer the Mockery.

The Blood of Vol: Of the small number of religious warforged, only a handful join the Blood of Vol cult. These few were most likely tricked into believing that Vol can grant them souls or life after death in an undead form.

The Cults of the Dragon Below: The Cults of the Dragon Below hold little attraction for warforged. Most warforged think the concept of the three dragons, Khyber, Syberis, and Eberron, is as strange a myth as those associated with the other deities. Still, it's possible that a warforged working as a mercenary with a Cult of the Dragon Below might take up the religion after long association.

The Path of Light: Some warforged psions and psychic warriors adopt the kalashtar concept of the Path of Light to help them meditate, but few other warforged deal with the kalashtar enough to have time to come to grips with their concept of worship.

The Undying Court: Warforged can more easily understand worship of the Undying Court than homage paid to other deities. The Aerenal elves' gods and goddesses walk among them, physical proof of the afterlife and of their power. Few warforged desire to bow to such present and temporal masters, though, and the Undying Court is not interested in the worship of constructs—living or otherwise.



A warforged pays homage to his deity at an altar dedicated to Dol Dorn

Other Concepts: Warforged clerics or paladins might also worship ideals or concepts important to their lives. Such things tend to be ideas central to the struggles of all warforged, such as truth, acceptance, camaraderie, craftsmanship, and fighting prowess.

Terrible rumors abound that a group of warforged in the Mournland worships the Lord of Blades and somehow receives power from those beliefs. Also, a story circulating among disbelieving warforged has it that a whole battalion deserted from Karrnath and now seeks to build a deity somewhere in the Mournland. Such stories are dismissed by most folk as fantasies.

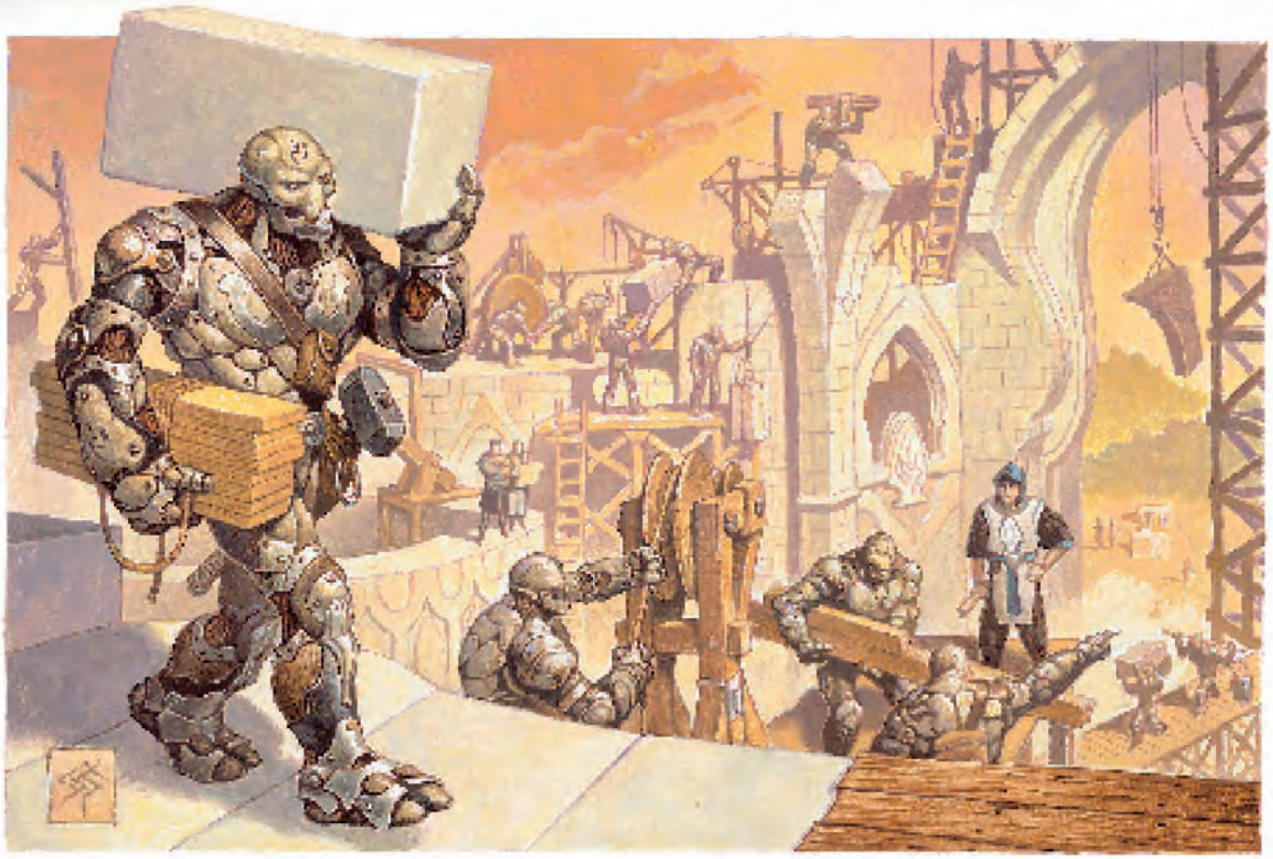
Roleplaying Application: As a warforged, your character likely finds religion strange. It's a new concept to you, and unless you play a paladin or cleric, you probably don't have a high opinion of its purpose. If you do play a cleric or paladin, think about the options provided above and choose one that suits your character's personality, or feel free to simply create your own deity. In any case, your character's ignorance of the "rules" of religion can make for interesting roleplaying in encounters with more zealous characters.

HISTORY AND FOLKLORE

Thirty-three years ago, Aarren d'Cannith created the first sentient warforged. Other creatures similar to warforged had been created before, but the warforged that emerged from the creation forge on that day marked the successful end to a long series of experiments with the goal of creating living, thinking constructs.

House Cannith had been creating constructs built for labor, exploration, and defense for some time before King Jarot, growing ever more paranoid about threats to Galifar, urged Merrix d'Cannith, Aarren's father, to build constructs designed for war. For armies of constructs to march on the fields of battle, the constructs needed to be able to think for themselves, and up to that point, even the most intelligent constructs to emerge

Illus. by F. Vohwinkel



Illus. by S. Prescott

A work crew composed of warforged constructs a temple to the Silver Flame while human overseers look on

from the creation forges required minders to give them commands and control their actions. The new intelligent constructs also needed to be inexpensive to build; although an army of intelligent golems would be unstoppable, Merrix d'Cannith realized the kingdom of Galifar lacked the resources to pay his house to build such an army.

After the kingdom split, Merrix devoted all his energy to the concept of sentient construct soldiers, but his son made the first breakthrough, using documents dating back to Kedran d'Cannith that some say originated in ancient Xen'drik. When the secret of warforged creation was shared, the creation forges of House Cannith began selling warforged to whomever could afford them. Breland, Cyre, and Thrane had the largest forces of warforged, but most of the various factions in the war boasted at least a small contingent of the soldier constructs.

Warforged participated in all the important battles of the Last War, on the side of at least one of the various parties in the conflict. Warforged distinguished themselves in the Last War due to their speed traveling long distances, their tirelessness, and their fearlessness in the face of overwhelming foes. They also surprised many with their rather mutable loyalty. Although warforged were unquestionably loyal to their owners, it was found that a captured warforged's concept of who owned it was often easy to change. Many battles during the Last War were fought for the sole purpose of capturing an enemy's warforged. Such battles imperiled the capturing force, since the need to use nonlethal tactics against constructs that were under no such constraints made combat doubly deadly.

As the war progressed, new types of warforged emerged from the creation forges. Most were made by request in limited production runs, but some were experiments driven by House Cannith. Of these, the warforged scouts and warforged chargers (see *Monster Manual III*) were the most successful products, but they still paled in comparison to the success and the numbers of normal warforged that were built to fight the Last War.

Early in their employment in the Last War, certain warforged distinguished themselves greatly in battle after battle, and their growing skill in the tactics and strategies of warfare couldn't be ignored. Aundair was the first nation to promote a warforged to a true command position. Previously, warforged had been given only temporary field commands, usually only until a human commander could reach the battlefield. (Human commanders often lagged behind warforged forces due to their need for rest.)

The decision to put warforged in permanent command roles was made by General Argus after the human commander, Lord Major Derge ir'Lain, sent to marshal the warforged battalions consistently managed battles more incompetently than the warforged that had been given temporary command. The ousted lord major complained to Queen Aurala, and both General Argus and the warforged, named Chase, were demoted. A year later, Argus had the opportunity to appeal to the queen, showing as his evidence the performance record of the lord major compared to the record of every warforged given temporary command of the same forces. Lord Derge ir'Lain left the army in disgrace, and both Argus and Chase were restored to their former command positions.

Soon other warforged were given permanent command positions. Without the need for human commanders, Aundair's armies seemed to race across Khorvaire. Other nations saw the benefit of warforged commanders, and in a few months every army had promoted warforged to permanent command roles. Of course, due to the protests of the other soldiers, warforged were given command only of other warforged.

During the Last War, some warforged acted as bodyguards and personal attendants to captains and higher-ranking members of the various armies involved in the conflict. In Breland, warforged particularly suited to such roles were often given by their owners as gifts to superior officers. One such warforged, named Bulwark, distinguished himself so well that he was eventually gifted to King Boranel. Although few but those in the king's inner circle know the exact reasons, it's generally accepted knowledge that King Boranel campaigned for the freedom of warforged at Thronehold due to the influence of Bulwark.

The freedom of warforged and the destruction of the creation forges were major sticking points in the negations at Thronehold, with Thrane offering the most resistance. After two weeks of argument and bargaining, it was agreed that warforged should be free.

When the announcement was made, Bulwark left the king's service. King Boranel would have ordered him to remain, not as property but as a subject of his kingdom; however, after arguing for warforged freedom for so long, he felt he could not keep Bulwark in service to him if the warforged wanted to leave. Bulwark vanished from history at this point, although the events that led to his freedom happened but two years ago. The construct largely responsible for warforged freedom left Thronehold on foot, walking east, and has not been seen since.

With only two years of freedom and little opportunity to share stories before that time, warforged have few common folk tales. Even so, a few rumors that circulated among the warforged have taken on lives of their own.

Bulwark

Bulwark, personal servant to King Boranel of Breland and liberator of the warforged, hasn't been seen or heard from since the Treaty of Thronehold. Many warforged view Bulwark as their liberator and a great hero, heaping upon him a measure of honor and respect most people reserve for gods. Some rumors claim he took a new name and personality to gain complete freedom from his old life, while others darkly hint that he might have traveled into the Mournland to become the Lord of Blades, but no one knows for certain.

Adventure Hook: Divination magic cast to learn about Bulwark fails, but it also fails to prove that he is dead. Many warforged would follow him if he returned to lead his people, and the leaders of the nations of Khorvaire fear that unifying the warforged might result in their desire for a separate state. Thrane and Karrnath are particularly interested in proof of Bulwark's death to nullify the threat to their indentured labor force.

The Creation Forges

The creation forges were supposed to have been destroyed, but rumors persist among the warforged that some forges were not destroyed and that these secret forges continue to create more of their kind. These rumors seem to have credence, because it is said they were started by warforged claiming to have been created within the last two years.

Adventure Hook: Both the Lord of Blades and Lord Merrix d'Cannith operate creation forges, and both are interested in keeping that fact a secret. Should a newly created warforged go rogue from their ranks, or should rumor strike too closely to the truth, both will stop at nothing to see that those who suspect their involvement are quickly silenced.

The Godforged

The godforged, as they've come to be called in stories told by warforged when other races are resting, are a group of warforged who heard the call of a deity—a construct deity. According to tales, they have traveled to the Mournland to build a body for this deity so that he can walk the earth and lead the warforged.

Adventure Hook: The persistent rumors of the godforged would be laughed off by other races, except that a member of an adventuring party sent to the Mournland to look for the Lord of Blades returned with a tale of having seen a vast sculpture on that place's twisted

plains. According to the adventurer, it was a giant head of steel, stone, and wood some 30 feet wide. She and her companions were attacked by warforged before they could learn more, and only she survived their harried flight back to Sharn. She might have seen the Lord of Blades' base of operations, she might have been tricked by the strange and hallucinatory nature of the Mournland, or she might have actually encountered the godforged.

The Lord of Blades

Some warforged honor the Lord of Blades as a savior of their people, while others revile him as an abomination, but all warforged have heard of him and his call to overthrow the other races. It's unclear just when the Lord of Blades started his campaign for the domination of other races or where he came from. It is said in some tales that he was the last warforged created, and in others that he was the first. Others say he was the leader of Cyre's army when that nation was destroyed, and other stories suggest he and Bulwark are one and the same.

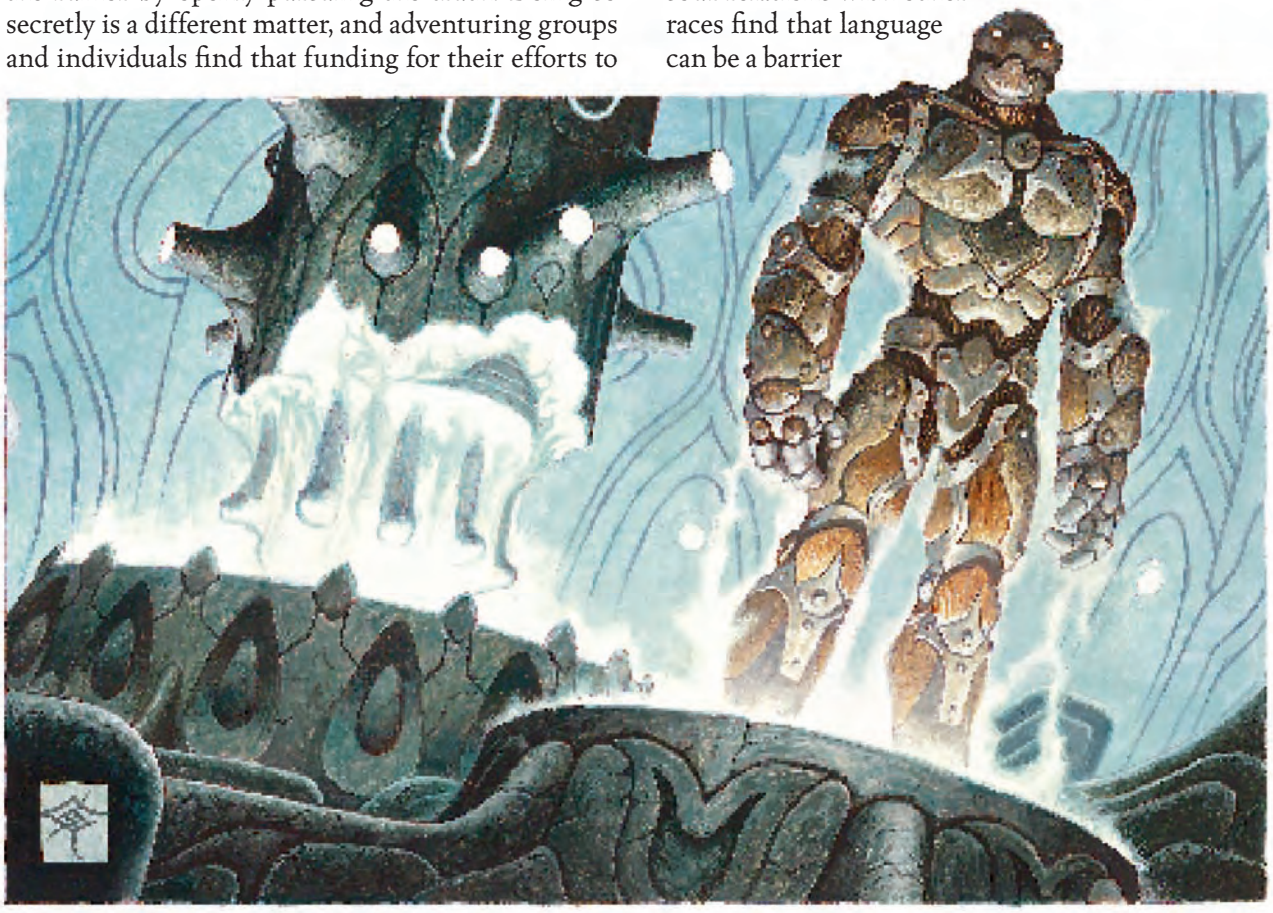
Adventure Hook: The possibility that Bulwark is the Lord of Blades constantly gnaws at King Boranel's conscience, but he doesn't want to give credence to the rumor by openly pursuing the truth. Doing so secretly is a different matter, and adventuring groups and individuals find that funding for their efforts to uncover more about the Lord of Blades is easier to gain in Breland.

LANGUAGE

Warforged speak Common, which is the language of their creators and most of their former owners. Unlike most characters, warforged don't have bonus starting languages due to their race. A wizard, druid, or cleric warforged has bonus starting languages due to class, but few warforged take these classes. Most warforged must spend skill points to learn new languages. Warforged who learn languages other than Common do so for the tactical advantage it can grant them or simply to get along among others who speak different tongues.

Due to their training and their limited use of language on the battlefield, warforged tend to have small vocabularies except in the area of items and terms related to war. A typical warforged would be perplexed by words such as "morose," "sauté," and "till," and even by simpler words such as "depressed," "fry," and "plow," but the warforged would know every term describing the parts of a castle wall and could rattle off the names of a hundred different kinds of polearms.

Warforged who care to improve their somewhat sour relations with other races find that language can be a barrier



Illus. by S. Prescott

A newly constructed warforged emerges from its creation forge

even when both speakers use the same tongue, since warforged often pepper their speech with battlefield terminology. One might refer to a group of children playing on a street corner as "that squad of seven cadets training at the crossroads." Other creatures often find this habit annoying and sometimes take great offense at such liberal application of wartime words for peaceful pursuits. Some warforged try to improve their vocabularies, but this too can bring frustration. Battlefield terms tend to be more specific and exclusive, so when confronted with a word such as "love," a warforged has little capability to understand the various ways people use the word.

Roleplaying Application: Your character learned language under the incredibly demanding situations inherent to combat training. Ambiguity and lengthy explanation mean death and defeat on the battlefield, so warforged take clarity and brevity to new heights in their speech. You should endeavor to make your character's speech patterns different from those of other races.

The phrasebook presented below shows how to capture the unique speech habits of a warforged character, but the key to this kind of roleplaying technique is consistency. It's much better to practice and consistently use just a few of your character's phrases than it is to occasionally dabble in elements of the phrasebook. Don't be afraid to expand upon the examples given below, which demonstrate the ways that warforged shorten their speech to accommodate the demands of the battlefield.

Warforged Phrasebook

Although most of the language difficulties that warforged experience come from their narrow background, they also use phrases and terms that sound foreign to those unfamiliar with warforged training and battle tactics. Most of these terms were created by House Cannith in the warforged training halls for use in the war games in which all warforged participated, but a few were developed by the warforged themselves.

Dis: A shortened way of saying "dispel magic," this word indicates that a spellcaster should dispel the magic on an indicated friend, foe, object, or area. The type of dispelling or negating magic is unimportant. A warforged uses "dis" for everything from *dispel magic* to *remove fear*. The command leaves it to the spellcaster to determine the spell needed to negate the effect.

Ground: This brief command is usually shouted by a member of a unit when ranged attack is imminent. Warforged understand it to mean that they should take cover if possible or simply lie prone if cover is unavailable.

Points north: This command indicates that soldiers should aim ranged attacks or spells at an indicated enemy commander.

Points south: This command indicates that soldiers should aim their ranged attacks or offensive spells at an indicated spellcaster.

Repair: Although often shouted like a command, this word is really a request for aid. Once used only when a warforged was in danger of being destroyed by damage, it indicates the need for repairing magic and for another soldier to take the warforged's place in the fight.

Rush: This word means "attack" and is usually followed by a single-word descriptor, such as "north" for an indicated enemy commander or "south" for an indicated spellcaster. This command does not necessarily indicate a charge, only what the focus of a unit's or soldier's melee attacks should be. Thus, a warforged in an adventuring party fighting a spellcaster with a *charmed* ogre minion might call to the fighter, "Rush ogre," while to the others he says, "Points rush south!"

Scarce: Usually whispered, this command indicates that soldiers should immediately hide.

WARFORGED AND OTHER RACES

Warforged find it difficult to relate to other races. A warforged's face is capable of few expressions, and his voice is often hollow and monotonal. These facts alone would make many people dislike dealing with them, but warforged are also stymied by the habits and emotions of other races, and they sometimes find it hard to express themselves properly due to a vocabulary based on aspects of war. To top it all off, their bodies and the very name of their race are constant reminders of the Last War and its atrocities.

Despite the prejudice they face, most warforged do try to get along with other races. Warforged rarely form opinions about creatures they meet on the basis of race. Instead, they consider a creature's nation to be more significant. A warforged who meets a citizen of a state that he considers an enemy might think poorly of that person. Similarly, warforged are often taken advantage of by those from their own country, who know they can rely on the warforged seeing them as allies.

Warforged who have too much difficulty relating to other creatures often seek solitary professions or the company of their own kind, but warforged who find they get along well enough with other races often take great pains to keep the relationships strong.

Changelings: Warforged tend to be wary of changelings. Their employment as spies and assassins in

the Last War ingrained a feeling in warforged that all changelings are deceptive and treacherous. At the same time, warforged understand that the war is over, and some feel a sort of sympathy for changelings, seeing them as creatures similarly defined by their past.

Dwarves: Warforged most easily enjoy the company of dwarves. Warforged rarely covet the dwarves' fortunes, and the typically gruff and dour nature of dwarves seems fine company to the often emotionally cold warforged.

Elves: Warforged respect elves as fierce warriors and intelligent tacticians, but see their airy ways and flighty passions as mystifying. The Aerenal relationship with death fascinates some warforged. Without knowledge of their own fates after death, some warforged become obsessed with Aerenal elves—much to the elves' displeasure.

Gnomes: A gnome's insatiable curiosity mirrors a warforged's search to learn more about the world he lives in, but gnomes tend to be annoyed by how little warforged know about subjects gnomes consider to be basic or elementary knowledge.

Half-Elves: Warforged often find it difficult to distinguish half-elves from humans or elves, a flaw that some half-elves relish and others despise.

Half-Orcs: Warforged admire the strength of half-orcs, but they otherwise don't distinguish them from humans.

Halflings: Warforged admire the halflings' adaptability and skill at blending into the societies of others. On a personal level, most warforged find the glib-tongued halflings to be confusing.

Humans: Warforged know that humans were their creators, and it's difficult for them to forget that. How a warforged handles that association depends on the individual, but most warforged at least respect humanity's potential and drive.

Kalashtar: Warforged do not dream, and it's hard for them to come to grips with the idea that the rare kalashtar is anything more than a strange-looking human.

Shifters: In general, warforged harbor no bad feelings for shifters, nor do they find them frightening, but the shifters' animallike habits and emotional shifts are even more alien to warforged than those of other races.

CREATING WARFORGED CHARACTERS

Warforged characters obey all the rules for characters described in the *Player's Handbook*, as well as the special rules regarding warforged racial traits described in this chapter. In particular, remember that you can't benefit from armor or magic robes. If you plan on playing a character who engages in melee fairly often, you should take Adamantine Body, Ironwood Body, or Mithral Body as your first feat.

As an adventurer, your warforged character is important to the party because of his living construct nature. Consider taking ranks in Spot and Listen, because your character will likely be called on to maintain the watch while the rest of the party sleeps. Remember that you can safely engage poison-bearing foes and brave poisonous traps and areas. Similarly, energy drain attacks are of no concern, but remember that many undead attacks drain or damage ability scores, attacks to which you are susceptible.

Not needing to breathe allows you to swim without fear of drowning, and the penalty to Swim checks from taking feats such as Adamantine Body does not double as do normal armor check penalties. Even so, you should consider taking ranks in Swim if you want to be able to navigate anything but still water, since you do not sink or float any more easily than a human. Finally, remember that when you attack with your natural slam attack, you do not gain multiple attacks for a high base attack bonus. If you attack with no other weapon in that round, your slam attack deals 1-1/2 times your Strength bonus in extra damage.

Finally, even though warforged technically have no gender, each warforged character must have either a male personality or a female personality. Make this decision during character creation, at the same time that you would decide the gender of another kind of character.

SPECIAL WARFORGED OPTIONS

As a warforged, your character qualifies for some warforged-specific feats and prestige classes unavailable to PCs of other races. The feats and prestige classes listed below are described in Chapters 6 and 7, respectively, except for those marked with an asterisk, which appear in the *Eberron Campaign Setting*.

Feats: Adamantine Body, Brute Fighting, Cold Iron Tracery, Construct Lock, Improved Damage Reduction*, Improved Fortification*, Improved Resiliency, Ironwood Body, Jaws of Death, Mithral Body, Mithral Fluidity*, Second Slam, Silver Tracery, Spiked Body, Stable Footing, Unarmored Body.

Prestige Classes: Reforged, spellcarved soldier, warforged juggernaut*.

WARFORGED AS CHARACTERS

Warforged make excellent fighters and barbarians, but they can excel in any class.

Artificer: Although some of an artificer's effectiveness relies on Charisma, the class is a natural choice for warforged. A warforged artificer can apply infusions to himself, he has ready access to repair infusions and the Craft skill to repair damage he sustains, and the craft reserve and retain essence class features grant warforged the ability to build magic into their bodies at much less cost. The artificer's magic is neither arcane nor divine, and the Adamantine Body feat is a natural choice.

For alternative options for a warforged artificer, see the warforged racial substitution levels, page 129.

Barbarian: Warforged have no culture of barbarism aside from a few bands of warforged that roam the Mournland, but the idea of a warforged consumed by rage in the stress of battle is easy to reconcile. Warforged make excellent barbarians. As a warforged, your Constitution bonus allows you to rage longer, your immunity to fatigue means you suffer no ill effects when your rage ends, and the Adamantine Body feat grants you excellent protection that barbarians cannot normally gain. The barbarian speed bonus offsets the slower speed imposed by that feat, and the damage reduction barbarians gain at higher levels is better than that provided by Adamantine Body. If you'd prefer a higher Dexterity and better use of your skills, the Mithral Body feat is an excellent choice.

Bard: Bard is a good choice for warforged characters despite their racial Charisma penalty. A warforged bard can be tremendously effective as support for other characters. The bard's ability to wear light armor and not suffer arcane spell failure applies to the warforged racial 5% arcane spell failure chance and the 15% spell failure chance provided by the Mithral Body feat, but not the 35% spell failure chance provided by Adamantine Body (since it is considered heavy armor).

Cleric: The Wisdom penalty that warforged suffer might give you pause, but consider playing a warforged cleric. The Adamantine Body and Mithral Body feats are excellent choices that improve your durability without affecting your spellcasting. Cleric spells such as *magic vestment* can further increase your Armor Class, allowing you to engage in melee and support the party with ease.

Druid: The rare warforged druid can be a formidable character. The Adamantine Body and Mithral Body feats negate your druid abilities, so consider Ironwood Body as an option. The wild shape ability and the *goodberry* spell both allow you to regain hit points without halving the benefit of healing magic, and you retain your armor bonus as well as all your immunities when in animal form.

Fighter: Fighter is the favored class of warforged; with good feat selection, a warforged character can excel at the role. If you plan on playing a skill-using fighter of high Dexterity and speed, be aware that you can't benefit from armor, and taking either the Adamantine Body or Mithral Body feat is a necessity. With such a warforged fighter, concentrate on feats such as Dodge and Mobility at low levels, and as you gain power, look to imbue your body with enhancement bonuses to Armor Class.

For alternative options for the warforged fighter, see the warforged racial substitution levels, page 130.

Monk: Monk is a good class choice for a warforged character. Monks do not normally wear armor, so the armor bonus inherent to the race is a great advantage. You can choose to increase that advantage with Adamantine Body or Mithral Body, but both of those feats cause you to take penalties to skills important to most monks. Consider taking Cold Iron Tracery or Silver Tracery. These feats allow your unarmed strikes to overcome types of damage reduction that you must normally find monk weapons of the right material to defeat. Unlike your natural slam attack, your unarmed strikes do not deal 1-1/2 times your Strength bonus in extra damage. If you wish to do that, you must forgo your unarmed strike damage and monk abilities, making only a single slam attack.

When a warforged monk gains the wholeness of body ability, he can use that ability to repair damage he has taken.

Paladin: A warforged paladin can be fun to play because the class offers you the ability to be a strong melee combatant while still allowing you the power to repair your damage during combat. A paladin's special mount also offsets the speed penalty imposed by the Adamantine Body feat, which is a strong choice for any warforged who regularly engages in melee.

When a warforged paladin gains the lay on hands ability, he can use that ability to repair damage or to cure wounds, as appropriate to the target.

For alternative options for the warforged paladin, see the warforged racial substitution levels, page 130.

Psionic Classes: If you use the *Expanded Psionics Handbook* in your game, consider playing a warforged soulknife or psychic warrior. Since the arcane spell failure chance of warforged and warforged feats does not apply to psionic powers, nearly any psionic class is a good choice, but the soulknife and psychic warrior make strong choices due to their melee focus.

Rogue: If you play a warforged rogue, you face the dilemma of whether to take the Adamantine Body feat or the Mithral Body feat. Both entail skill check penalties, and you might be tempted to take Mithral Body due to its smaller penalties. Unless you plan on

playing a rogue who doesn't often use the skills that take an armor check penalty, you're probably better off not taking either feat. You could take Mithral Body and plan on taking Mithral Fluidity several times at later levels, but at high levels you can enhance your body's armor with magic, so save your feats for interesting skill and combat options. Consider the Ironwood Body feat as an alternative.

Sorcerer: Despite the warforged arcane spell failure chance, sorcerer is an excellent choice for a warforged character. With a 5% spell failure chance, a warforged sorcerer suffers only the failure rate that any melee combatant risks by rolling a 1 on an attack roll. This small chance of failure is offset by the sorcerer's many spells per day. Be sure to choose *repair light damage* as one of your known spells so that you can heal yourself whenever you have need. Otherwise, you can probably avoid taking repair spells. If you must take Adamantine Body or Mithral Body, consider taking the Still Spell feat and concentrate on learning spells that lack a somatic component. An alternative in the other direction is the Unarmored Body feat, which negates your spell failure chance while removing your armor bonus, putting you on an equal footing with sorcerers of other races.

Wizard: Warforged immunities and racial traits can help offset the wizard's typical fragility, and the wizard class grants access to the enormous versatility of arcane spells. Although you can't benefit from robes, you can improve your racial armor bonus (and gain additional armor-based effects) through magic. Alternatively, as with the warforged sorcerer, you can take the Unarmored Body feat to remove your armor check penalty, give up your armor bonus, and gain the ability to benefit from magic robes.

WARFORGED CITIES AND SETTLEMENTS

Few permanent warforged settlements exist. Warforged require protection from great heat and cold due to their vulnerability to nonlethal damage, but in most instances shade or a fire provides what is needed without a permanent structure. Similarly, since warforged do not need food and do not procreate, interpersonal contact is unnecessary.

Even so, as warforged attempt to find their places in the world after the Last War, they often remain in the squads, units, and battalions they were members of before. Larger groups of warforged have taken up residence near some cities, having built their own boroughs after their units were officially disbanded.

Immediately after the war, warforged often lived outside settlements in large tent cities, built in the orderly and clean fashion the warforged were accustomed to. Some of these tent cities still exist, but in other places warforged have replaced them with more permanent structures, usually utilitarian, single-room dwellings large enough for a few people and a fire.

Such warforged boroughs have grown considerably smaller since the first few months after the war, and it seems likely that in a few years they'll disappear entirely. As warforged find jobs, they're often offered shelter where they work, which has the benefit of providing their employers with guards at night. Also, some warforged leave in search of adventure or a purpose, or they head into the Mournland after hearing rumors of the Lord of Blades.

When considering the racial demographics of communities, consider first whether the community is in a country that made much use of warforged during the Last War. Breland and Thrane (along with Cyre) fielded the largest armies of warforged. Settlements in these countries should have a number of warforged similar to the number of half-elves.

If you're using the Racial Mix of Communities table on page 139 of the *Dungeon Master's Guide,* warforged should subtract their portion of the percentage from the dominant race. Thus, if the racial mix is integrated, warforged would make up 5% of the population, and the dominant race would make up 32% of the population rather than 37%. Of course, if the area's dominant race is half-elf, warforged then take the normal place of half-elf on the list, with a base of either 1% in a mixed community or 5% in an integrated community.

In other nations, the warforged are likely lone wanderers or a small squad that stuck together after the war. Such small groups rarely account for a significant percentage of the population even in integrated cities.

WARFORGED AND NONLETHAL DAMAGE

While warforged can't naturally heal lethal damage, they do recover from nonlethal damage normally.

When a warforged is healed or repaired, each hit point healed or repaired also heals a point of nonlethal damage. A warforged with nonlethal damage that exceeds its current hit points remains inert until that situation changes (either by having some of its hit point damage healed or by naturally healing some of its nonlethal damage). When its hit points are equal to its nonlethal damage, a warforged is staggered.

Illus. by R. Sook

Shifters, sometimes called the weretouched, trace their lineage to distant human and lycanthropic ancestors. Unlike their lycanthropic ancestors, shifters cannot fully change form. Instead, they can take on animalistic features, an ability they call shifting.

A unique species that breeds true, shifters long ago founded their own culture and traditions. Never numerous when compared to the other races of Khorvaire, the majority of the shifter population lives in small villages and tribes throughout the Eldeen Reaches. Other shifters live across the continent within communities dominated by other races.

Due in part to the fifty-year crusade against lycanthropes conducted by the Church of the Silver Flame more than a century ago, shifters prefer the company of their own kind and often form enclaves or districts when living within a community dominated by another race. This chapter expands on the description of shifters found in the *Eberron Campaign Setting*, offering insights into shifter culture, personality, and tradition. In addition, this chapter presents four new shifter traits associated with the signature ability of the shifter race.

SHIFTER RACIAL TRAITS

Shapechanger Subtype: Shifters are humanoids with the shapechanger subtype.

- +2 Dexterity, –2 Intelligence, –2 Charisma: Shifters are lithe and agile, but their fundamental bestial nature detracts from both their reasoning ability and their social interaction.
- Medium: As Medium creatures, shifters have no special bonuses or penalties due to their size.
- Shifter base land speed is 30 feet.
- Shifting (Su): A shifter can tap into his lycanthropic heritage to gain short bursts of physical power. Once per day, a shifter can enter a state that is superficially similar to a barbarian's rage. Each shifter has one of ten shifter traits—characteristics that manifest themselves when a character is shifting. Each shifter trait typically provides a +2 bonus to one of the character's physical ability scores (Strength, Dexterity, or Constitution) and grants some other advantage as well. Shifter traits are described in the following section.

Shifting is a free action and lasts for a number of rounds equal to 3 + the shifter's Constitution modifier. (If a shifter trait or

other effect increases the character's Constitution modifier, use the newly improved modifier.) A shifter can take feats to improve this ability. These shifter feats are described in Chapter 3 of the *Eberron Campaign Setting*.

Every shifter feat a character takes increases the duration of his shifting by 1 round. For every two shifter feats a character takes, the number of times per day he can tap into the ability increases by one. So, a character with two shifter feats can shift two times per day (instead of the usual one), and each use of the ability lasts for a number of rounds equal to 5 (instead of 3) + the shifter's Con modifier.

Shifting, though related to and developed from lycanthropy, is neither an affliction nor a curse. It is not passed on by bite or claw attacks, and a shifter can't be cured—shifting is a natural ability for the race.

- Low-Light Vision: Shifters can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Balance, Climb, and Jump checks: A shifter's animalistic heritage enhances many of his physical skills.
- Automatic Languages: Common. Bonus Languages: Elven, Gnome, Halfling, and Sylvan.
- Favored Class: Ranger. A multiclass shifter's ranger class does not count when determining whether he takes an experience point penalty for multiclassing.

SHIFTER TRAITS

Each shifter has one of the following special traits, which is selected when a character is created and cannot be changed thereafter. Traits marked with an asterisk (*) are introduced in this book.

Beasthide (Su): While shifting, a beasthide shifter gains a +2 bonus to Constitution and natural armor that provides a +2 bonus to AC.

Cliffwalk (Su): While shifting, a cliffwalk shifter gains a +2 bonus to Dexterity and has a climb speed of 20 feet.

Dreamsight* (Su): The dreamsight trait is the rarest of all shifter traits, and many dreamsight shifters become druids within shifter communities. Unlike other shifter traits, which increase a shifter's physical abilities, the dreamsight trait sharpens a shifter's instincts and awareness. While shifting, a dreamsight shifter temporarily gains a +2 bonus to Wisdom and gains the ability to communicate with animals as if under the effect of a *speak with animals* spell.

In addition, the shifter gains a +2 bonus on Handle Animal and wild empathy checks, even while not shifting.

Gorebrute* (Su): While shifting, a gorebrute shifter temporarily gains a +2 bonus to Strength and manifests powerful horns that can be used as a natural weapon, but only during a charge attack. (The horns are too awkward to use as a natural weapon in any circumstance other than a charge.) If a gorebrute shifter uses his horns in a charge attack, the horns function as a natural weapon, dealing 2d6 points of damage (plus an extra 1 point for every four character levels he has). A gorebrute shifter can't combine a charge attack with his horns with any other attack, even if he has the ability to make more than one attack as part of a charge (such as from the pounce ability).

Longstride (Su): While shifting, a longstride shifter gains a +2 bonus to Dexterity and a bonus of +10 feet to his base land speed.

Longtooth (Su): While shifting, a longtooth shifter gains a +2 bonus to Strength and grows fangs that can be used as a natural weapon, dealing 1d6 points of damage (plus an extra 1 point for every four character levels he has) with a successful bite attack. He cannot attack more than once per round with his bite, even if his base attack bonus is high enough to give him multiple attacks. He can use his bite as a secondary attack (taking a –5 penalty on his attack roll) while wielding a weapon.

SHIFTERS IN D&D

With their unique racial powers and outlook, shifters bring fresh options and character concepts to any D&D world. Although created as part of the Eberron campaign setting, the race fits in seamlessly with any fantasy setting. In another world, a world of your own creation, they might ride side by side with their lycanthrope ancestors, united in ways that the history of Eberron does not account for. They might hate their ancestors, leading others in hunting lycanthropes in crusades reminiscent of Eberron's history. In another world, shifters might have no connection to lycanthropes at all; instead, the supernatural ability to shift their form might stem from some interaction with the deities of chaos, great magic wrought in an ancient time, or some other source of power.

In Eberron, shifters keep their distance from the rest of society. They might live within the great cities of humankind, but they seem ever to be outsiders. The mechanics of the shifter race blend seamlessly into any D&D setting, so these social concerns are the only issue a DM must address before including shifters in a campaign setting other than Eberron.

Razorclaw (Su): While shifting, a razorclaw shifter gains a +2 bonus to Strength and grows claws that can be used as natural weapons. These claws deal 1d4 points of damage (plus an extra 1 point for every four character levels he has) with each successful attack. He can attack with one claw as a standard action or with two claws as a full attack action (as a primary natural weapon). He cannot attack more than once per round with a single claw, even if his base attack bonus is high enough to give him multiple attacks. He can attack with a claw as a light off-hand weapon while wielding a weapon in his primary hand, but all his attacks in that round take a –2 penalty.

Swiftwing* (Su): While shifting, a swiftwing shifter temporarily gains a +2 bonus to Dexterity. His arms grow leathery flaps of skin (similar to a bat's wings), which grant him a fly speed of 20 feet (average maneuverability). While airborne, the shifter can't use his hands for anything other than flying, though he can still hold or carry objects. A shifter can't fly while carrying a medium or heavy load or while wearing medium or heavy armor.

Truedive* (Su): While shifting, a truedive shifter temporarily gains a +2 bonus to Constitution and a swim speed of 30 feet. Gaining a swim speed grants him a +8 racial bonus on Swim checks.

In addition, the shifter can hold his breath for a number of rounds equal to 5 × his Constitution score before he risks drowning. A truedive shifter gains this benefit even when he isn't shifting.

Wildhunt (Su): While shifting, a wildhunt shifter temporarily gains a +2 bonus to Constitution and the scent ability. This ability allows the shifter to detect approaching creatures, sniff out hidden creatures, and track by sense of smell. A wildhunt shifter can identify familiar odors just as a human does familiar sights.

A wildhunt shifter can detect creatures within 30 feet by sense of smell. If the creature is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. These stronger scents block other scents, so they can sometimes be used to confuse or hamper this shifter trait.

When a wildhunt shifter detects a scent, the exact location of the source isn't revealed—only its presence somewhere within range. The shifter can take a move action to note the direction of the scent. Whenever the shifter comes within 5 feet of the source, he pinpoints the source's location.

While shifting, a wildhunt shifter who has the Track feat can follow tracks by smell, making Survival checks to find or follow a trail. The typical DC for a fresh trail is 10 (regardless of the surface that holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures producing the odor, and the age of the trail. For each hour that the trail grows cold, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Shifters tracking by scent ignore the effects of surface conditions and poor visibility.

When not shifting, a wildhunt shifter gains a +2 bonus on Survival checks due to the lingering effects of the scent ability.

A trio of shifters—a longtooth barbarian, a wizard, and a longstride ranger—make up a powerful adventuring party

Illus. by J. Zhang

A DAY IN THE LIFE

Morai Sakala wakes carefully, remaining motionless for a few seconds and listening to her surroundings before she begins to move. After a few slow heartbeats, she opens her eyes. Dew coats her thin blanket and most of her clothing, but the slight chill in the air doesn't trouble her. Rising to a sitting position, she rests on the wide tree branch where she made her bed. She takes a quick breakfast of hard bread and cheese, wrapping the remaining portion for the journey yet to come.

Setting out slowly, Morai checks the two traps she set yesterday afternoon. As she expected, they are still empty, but Morai knows her chances of finding game will improve as she moves more deeply into the forest and checks traps that have been in place longer than these two.

The freedom of the forest seems to speak to the young shifter as she moves quickly among the trees. Keeping a steady gait never enters Morai's thoughts as she moves in swift bursts, pausing after only a dozen strides. She smiles ruefully, thinking of the steady, plodding steps of the humans she traveled with last summer. Morning and midday pass quietly, and one of her many short pauses lengthens into a brief stop for a meal.

Early in the afternoon, Morai sets a new trap close to a clearing in the forest, thinking this might be a good spot to catch a squirrel or two. Just as she finishes setting the trap, Morai's ears catch guttural-sounding voices coming from the direction of the clearing. Morai doesn't understand the words—she has never had a gift for languages—but she recognizes the sound of goblin voices easily enough.

Slowing her steps to a stealthy crawl, Morai moves ahead, peering into the clearing from the shelter of the trees. Unheard among the soft sounds of the forest, Morai sees three goblins from across the clearing long before they see her. Her stealth is for naught, though, as behind her the newly set trap snaps shut, the sound at once promising a fresh evening meal and alerting the goblins to her presence. Morai thinks at first that the encounter need not end in blood, but the goblins, crude spears in hand, come toward her in a rush.

As always at the beginning of a fight, a rush of emotion rises within her, threatening to drown her vision in a sea of rage. Morai long ago decided never to awaken that beast within her, however; she breathes out slowly to calm herself as she fits an arrow to her bow. She lets it fly, and the first goblin falls.

The rest of the goblins run toward her as soon as their companion hits the ground. In seconds, they are almost upon her; Morai realizes she'll never get a second shot off in time. She turns, the muscles of her legs compacting as her form becomes leaner and more feral. With a burst of speed made possible only by her newly strengthened form, Morai puts another fifty feet between herself and the goblins, then turns to down another with an arrow.

Seeing the shifter's blazing speed and deadly accuracy with the bow, the last goblin turns to run. Without hesitation, Morai puts another arrow to string and fells the fleeing goblin—it can't be left to menace the nearby shifter village.

That night, as she settles back into her chosen tree after the day's final meal, Morai listens to the sounds of the woodlands settle around her. Tomorrow she'll try to go even deeper into the forest.

SHIFTER PSYCHOLOGY

Many shifters carry overt traits associated with their animal natures. Some are boorish or crude, while others are quiet and shifty. In addition to these behaviors, shifters share three main aspects of their psychology: a struggle with their powerful emotional responses, a steadfast belief in the virtue of self-reliance, and a deep desire for personal freedom.

THE BEAST WITHIN

Shifters have a raw connection to instinct that members of other races seldom understand. Fueled by their ancient legacy, shifters hold within them extremes of emotion that strive to dominate their thoughts and actions. This raw inner turmoil comes forth in some shifter warriors as a barbaric rage, enabling the shifter to perform berserk feats of strength when he enters combat. Other shifters suppress all emotion, dealing with their bestial instincts in their own way and remaining stoic in the face of any situation lest their powerful emotions overwhelm them.

Roleplaying Application: Shifters are creatures of extremes. Emotion makes some shifters mercurial and hot-tempered, liable to change moods in swift and dramatic ways. Those who keep their emotions contained do so very obviously, keeping their voices even and their responses controlled, especially in extremely stressful situations.

You should choose one of these extremes during character creation and attempt to adhere to the chosen behavior as closely as possible. However, if you succeed in maintaining your chosen behavior for most of the campaign, consider occasionally allowing extremely stressful or emotional events in the campaign to affect your character by forcing

her to exhibit the opposite behavior temporarily as a means of coping (or failing to cope) with the campaign's events.

THE JOURNEY YET TO COME

Self-reliance has long been the most important virtue in the shifter mind. The greatest heroes of shifter folklore are often described as remaining constantly ready for surprise encounters and drawing on great reserves of inner strength rather than asking for help. Shifters refer to their constant state of readiness as "preparing for the journey yet to come." Shifters believe that life can change surprisingly quickly and that one should always be ready to move on to avoid the danger. Although they are not nomads, shifters prefer simple, well-made items that they can carry with them in a pinch. Even when they have permanent homes of their own, most shifters keep a simple pack loaded and ready for travel.

Roleplaying Application: Individual shifters prepare for the journey yet to come in varying ways. Some talk about it often; some remain reticent. The life of an adventurer is particularly suited to remaining ready for an unexpected trial or journey and particularly prone to having such events occur. Whether you discuss it openly with your traveling companions or not, you should strive to make sure that your possessions are portable, and you should favor a small number of well-made weapons and armor over many lower-quality items even if the larger number of items equates to more overall value.

A shifter's inner turmoil manifests itself in a bestial frenzy

As you advance in level, you should gather magic items that help you deal with a variety of situations, and you should do your best, within the abilities of your class and level, to remain ready for any situation. Even if you are reserved about the journey yet to come and the importance your people place on self-reliance, you should strive to ensure that you (and possibly your companions) remain ready for the unexpected.

THE REMOVAL OF BONDS

Shifters believe that the reward for self-reliance is freedom. No shifter is comfortable with those who forcibly impose their will on others. While shifters cannot break free of their own physical forms in the way that a true lycanthrope can, they still carry a physical reminder that even one's own form is a mutable thing, governed as much by choice as by nature. If self-reliance remains the greatest shifter virtue, the race's greatest treasure is certainly freedom. This is in part why many shifters choose the freedom of life in the remote corners of the Eldeen Reaches over a more comfortable but more structured existence in the human cities of the Five Nations.

Roleplaying Application: Those who impinge on the freedoms of others are not worthy of your respect. As long as you remain ready for the journey yet to come, you remain ready to exercise your freedom. Independence and the freedom to choose are very important, and you should encourage those you travel with to see their choices as their own rather than the result of mindlessly following a group or cause.

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SHIFTER BEHAVORIAL TRAITS

Each shifter trait has some associated minor behavior that most of its members exhibit. As with other aspects of shifter psychology, these are general impressions of the shifter race as a whole rather than strict rules that every individual must adhere to. Because members of other races often find shifters hard to accept or get along with, these traits have negative connotations.

Beasthide: Beasthide shifters are blunt and rude; they often speak loudly and interrupt others.

Cliffwalk: Cliffwalk shifters are often shy and introverted.

Dreamsight: Dreamsight shifters are usually calm and contemplative, especially when compared to other shifters.

Gorebrute: Gorebrute shifters are loud and aggressive. They are more likely to threaten violence than most individuals.

Longstride: Longstride shifters are aloof and prideful.

Longtooth: Longtooth shifters are savage and almost feral.

Razorclaw: Razorclaw shifters respect little other than physical power.

Swiftwing: Swiftwing shifters are twitchy and nervous.

Truedive: Truedive shifters are remote and somewhat callous.

Wildhunt: Wildhunt shifters are suspicious and untrusting.

SHIFTER LIFE

Shifters emphasize nothing so much as the ability to survive. Their games, their training, and even their magic all have at least subtle ties to the shifters' keen survival instincts and well-known emphasis on self-reliance.

LEISURE

Shifters enjoy leisure activities that stress self-reliance and hone much-needed survival skills in a more relaxed environment. Shifter games often stress speed or stealth; they have little use for purely mental games such as chess. Shifters might bet on athletic contests, especially their own performance, but they almost never gamble on things such as dice or cards, scoffing at games that rely only on luck.

Hunter and Prey: Although children of most cultures enjoy some variant of hide-and-seek, the simple game is appreciated by shifters of all ages, and many participate in the game well into adulthood. Besides its obvious utility in developing a young shifter's stealth and tracking abilities, the game stresses self-reliance in the wild.

Races: Shifters love to run over short distances. Sprints are a favorite form of competition in shifter communities, especially those races that include simple woodland obstacles such as fallen trees or narrow gaps. Whenever shifters gather, contests of speed follow; few competitors are ever willing to engage in such competitions in front of other races, however.

Hrazhak: Hrazhak is a rough sport played by two teams of six shifters. Each team tries to steal the other team's wooden idol and place it next to its own idol in the goal area. A hrazhak field is an obstacle course strewn with trees, streams, fallen logs, and other difficult terrain, requiring the players to make full use of their racial aptitude for climbing and jumping. Full body contact is an expected part of the game, with participants bringing any natural weapons they possess into play. Most teams include two longstride shifters, two cliffwalkers, and two razorclaws, with each shifter's traits dictating his role on the team.

Roleplaying Application: Consider challenging other characters to a game of hunter and prey, or simply assume that others know you're playing when you hide. The game is an important part of shifter tradition, so don't take it lightly—inviting a nonshifter into a game is a high compliment and a recognition of that individual's skills. Hiding is also a sign of skill; a shifter should always feel triumph when she hides successfully and never see such stealth as a sign of cowardice.

ART

Although shifters have little use for permanent or stationary art, they have perfected two art forms that accentuate their admiration for self-reliance and individuality.

Totem Braids: Shifters often have intricate and unusual braids. The braids are mostly used just for expression or looks, but sometimes a shifter associates a certain braid with an oath, a task, or a run of good luck. In these cases, the shifter keeps the braid for the duration of the task or until the oath is fulfilled, then cuts the braid off cleanly.

Shifter Tattoos: Shifters often use tattoos to symbolize important experiences or ties to other individuals or groups. Shifter tattoos are intricate affairs that differ greatly, but there are two broad categories of tattoos that all shifters recognize: morphic tattoos and static tattoos.

A morphic tattoo is rendered in such a way that its pattern and appearance change to a new, different

image when a shifter uses his shifting ability. These tattoos are used to note individual accomplishments, especially great mental or physical trials that the shifter has endured.

A static tattoo is crafted to retain its look and design even when the shifter uses his shifting ability. These tattoos are typically used to represent a bond with another individual or a binding association with a particular group.

Roleplaying Application: Shifters see their form as an essential and mutable expression of their views and experiences. As your character advances in level, you might reinforce your ties to other characters by asking them to get related or matching tattoos, or you might record specific experiences with a symbolic braid.

TECHNOLOGY AND MAGIC

Shifters believe in nothing as much as they believe in self-reliance, and they prefer tools they can carry with them at all times. Their technology, while not primitive, emphasizes the simple and portable rather than the grand achievements of the Five Nations or other cultures. While they have never reached the heights of magical power or architectural skill that have allowed other races and cultures to build great cities or cross mighty oceans, they never regard this as a failing. Instead, they look to the perfection of their own abilities and the development of the tools an individual needs to survive in the wild as the greatest possible accomplishments.

This shifter's braids and tattoos signify his major accomplishments

Illus. by J. Zhang

Shifter crafters are much more likely to spend their time and effort creating one masterwork weapon or tool that they plan on using themselves rather than a large number of lesser items to sell. The shifter race includes merchants and traders, but these individuals believe in keeping a small, valuable inventory rather than a large or diverse selection of less valuable items. Even the wealthiest shifter merchants limit their goods on hand to a small number of valuable, versatile items that they can carry themselves, remaining ready for the journey yet to come.

Even shifter magic emphasizes the personal and portable rather than the grand designs of other spellcasters. Almost all shifter spellcasters are druids, and these capable, self-reliant nature priests focus on crafting items and spells that help a single shifter survive a wide variety of situations and encounters. A shifter spellcaster rarely spends long periods creating magic items. Instead, he creates one item that will serve in a wide variety of situations and then moves on, perfecting his skill with that item and developing his own skills to complement the item's powers before creating another.

Roleplaying Application: You would rather be able to survive a wide variety of situations than easily vanquish a single foe. As you advance in level, try to acquire many minor, versatile magic items rather than a powerful but one-dimensional item. Minor items that include versatile powers, such as small amounts of resistance or saving throw bonuses, are worth acquiring because they'll

help you deal with unexpected dangers, as are skill-boosting items that increase your abilities of stealth and survival. A shifter spellcaster should think long and hard before creating a magic item and should seldom create more than35 one item at a time, preferring to adventure with one item and fully master its powers before creating another.

WAR

Warfare has touched the shifter race in many ways throughout history, but shifters have yet to be the driving force behind the conflicts. The fiercely independent shifter communities of the Eldeen Reaches skirmish with each other and with other creatures on a regular basis, but even these long-brewing conflicts have never gone beyond limited engagements and guerrilla-style raids.

War truly came to the shifters sixty years before the start of the Last War, when the Church of the Silver Flame began its inquisition to destroy lycanthropes. At first, shifters were lumped in with lycanthropes, and quite a few fell in the first years of the crusade. Three years into the crusade, the Church recognized shifters as a separate species untouched by the taint of lycanthropy. Some believe that the Church took this step after making a deal with some shifters—a deal that required shifters to hunt down and reveal the locations of lycanthropes to the Church. Though only a few shifters cooperated with the Church in this manner, all felt shame and guilt over these actions. Whatever people individually thought of the Church's crusade, the prejudice against lycanthropy spread throughout the continent's subconscious. Some of this taint became associated with shifters, as well, but moreover, people saw shifters as betrayers of their own kind, despite the limited number of incidents and the fact that shifters and lycanthropes have a distant connection at best. Because of this, the crusade affected the thoughts and lives of every shifter in Khorvaire to some extent, leaving a lingering distrust between shifters and members of other races that still affects relations today.

While no other conflicts dealt as directly with shifters as the great crusade against lycanthropes, the great wars of Khorvaire's history have almost always featured shifter scouts. These scouts are in such demand that both sides of a given conflict often employ them. Although they did not participate in the ancient wars that shattered the goblin empire, shifters have been involved in at least some small way in most of the wars that have occurred since.

Because they have been touched by so many conflicts without having a cohesive racial role, shifters look at war as an individual choice. Survival and self-reliance are the backbone of shifter culture and the center of a shifter's self-image, and this means that shifters must decide for themselves whether they wish to be involved in a war or whether they'd be better served by just picking up and moving on to a new location untouched by the conflict. Because much of this process is internal, members of other races view shifters with suspicion, not trusting them to stick with a nation or community in times of war or conflict. While shifters have a high degree of personal honor, that honor is tied up in the individual's decisions and self-reliance, and they regard the other race's passionate views of nation and national warfare as somewhat weak and incomprehensible.

Roleplaying Application: Shifters' views on warfare, like their views on most external issues, tend toward neutrality. Even accomplished, high-level shifter characters should be more concerned with their immediate situations and personal survival than with the conflicts of nations or the machinations of powerful organizations.

Involvement in an external conflict is never a given for a shifter—each shifter should look at an adventure or battle as a personal choice. Deciding not to participate is a measure of a shifter's strength of self, never a sign of cowardice or disloyalty.

SHIFTER SOCIETY AND CULTURE

Spread over many nations and nearly always a minority population, shifters struggle to maintain a sense of racial unity and a cohesive view of their society and culture. Despite the efforts of community leaders and others who work to preserve a uniform vision of shifter society, two distinct types of shifter communities have become prominent. The first, and by far the most numerous, is a small enclave of shifters within a larger community of some other race, most often humans.

These enclaves are welcomed by some shifters, since they give members of the oft-shunned race a sense of community and belonging much greater than what they receive from the larger populace. Others view these enclaves as subtle traps, preserving the rift between shifters and the other races. While these individuals see the virtues of encouraging the natural shifter inclination to associate with others of their kind, they also worry that the enclaves encourage other races to view the shifters as apart from the rest of society. In light of the unpleasant effects of the Church of the Silver Flame's crusade against

lycanthropes on the shifter populace, such concerns are well founded.

Although shifter parents are as dedicated to raising their children as members of any race, the family group is not the core of shifter society as it is among many other civilized races. Instead, shifters form their strongest bonds with a group of friends near their own age. These groups, although usually made up of shifters from many families, are often the strongest personal bonds that a shifter forms. When compared to the social interactions of other races, these peer groups are loose, disorganized affairs that emphasize the shifter's self-reliance and personal space more than the cohesiveness of the group. In the individualized and reticent society of the shifters, however, they stand out as a vital and important social norm.

The second type of shifter community exists apart from the Five Nations, usually sheltered deep within the forests of the Eldeen Reaches. Whether driven by the inquisition of the Church of the Silver Flame, the repercussions of the Last War, their own traditions, or the simple desire to live free of the nations governed by other races, many shifters have gathered into barbaric tribes and scattered communities across the wild lands of the Eldeen Reaches. These communities reinforce the shifter's preference for bonding with fellow shifters rather than members of other races, and the shifter enclaves in the cities of other races resemble these shifter-only communities more than they resemble the surrounding cities. While shifters are not isolationists, they greatly prefer the company of fellow shifters, for few members of other races understand that the shifter's reticence and personal distance are respectful in their own way, and members of other races often seek out frequent social interactions—interactions that feel in many ways invasive to the shifter's sense of privacy and self-reliant attitude.

SHIFTER SOCIETAL ROLES

As with any race, shifters include a diverse and interesting mix of individuals, but a few important roles in shifter society are unique to the race.

Moonspeaker: From the rural communities of the Eldeen Reaches to shifter enclaves in the great cities of Khorvaire, the moonspeaker druids guide much of the religious beliefs of the shifter race. The moonspeakers perform a valuable role among many shifters: Because they often travel from one shifter community to another, they maintain the bond between the various communities. Moonspeakers provide a feeling of belonging to a group larger than the immediate shifter populace, a racial bond that the fragmented and often distrusted shifters find immensely comforting.

See the moonspeaker prestige class, page 143, for more information.

Ragewild Shifters: A fierce breed of specialized warrior provides protection and guidance to less civilized shifter tribes. These warriors blend their shifter abilities with berserkerlike fury. Legends of their prowess abound, and they hold themselves as examples of the strength and power of the shifter race. Unlike most tribal warriors, ragewild shifters consider themselves defenders of all shifter tribes, refusing to take part in intertribal skirmishes or disputes. Ragewild shifters have perfected a unique and brutal fighting technique that has since grown popular among other groups of shifters.

Loreguard: Perhaps the greatest secret of the shifter race, the loreguard serves as the race's first line of defense against the suspicion and prejudice of other races. Lacking the numbers of other races and fearful of powerful forces such as the Church of the Silver Flame, shifters long ago began training some of their most gifted individuals to prepare their race to avoid and respond to such suspicion and hatred from other races. The legacy of this training is the loreguard, a secretive group of shifters trained to interact with members of other races, discreetly promote shifter interests, and above all ensure that nothing like the Church of the Silver Flame's inquisition ever targets the shifter race again. Consummate spies, well-meaning diplomats, and deadly assassins all have places within the loreguard, but none is ever admitted without first proving that loyalty to the shifter race comes first and foremost.

RELIGION

Scarred by the suspicion that they endured during the crusade against lycanthropes, shifters remain suspicious of outside religions. Knowing their power to motivate members of other races, shifters view intense or conflict-prone religions as terrifying forces capable of causing great harm. Their own beliefs, perhaps in reaction to this mindset, are varied and mild. The most common shifter religion centers on the druid faiths of the Eldeen Reaches, and the most powerful shifter religious figures are an order of druids known as the moonspeakers. The moonspeakers tie great meaning to the movements of the moons, believing that the moons' ties to the shifters' lycanthropic heritage give them great power over the lives of shifters. Other shifters, particularly those living in enclaves within the cities of other races, revere Balinor and Boldrei of the Sovereign Host, and many shifter adventurers follow the ways of the Traveler.

Some shifters responded to the inquisition against lycanthropes by adopting the faith of the Church of the Silver Flame and wholeheartedly participating in that crusade of extermination. A lingering sense of guilt persists in many shifters because of that complicity. Some shifters still remain active in the Church of the Silver Flame, their faith standing as a bulwark against the scorn of their kin and their own feelings of guilt.

SHIFTER HOLIDAYS

Shifters celebrate several racial holidays, although individual shifters and specific communities often celebrate other holidays linked to their own religious choices.

Brightfest

A unique holiday that celebrates the coming of spring, Brightfest lasts for the first three days of Therendor. During Brightfest, shifters celebrate late into the night, usually with song, dance, and athletic competitions. In agricultural communities, the shifters use Brightfest to blow off steam, celebrate the end of the winter season, and ready themselves for the hard work of the planting season.

Roleplaying Application: Shifter adventurers should be very reluctant to adventure during Brightfest, because it's the one time of year when shifters are accustomed to boisterous social interaction and celebration.

The Reachrace

The Reachrace is at once a celebration and an athletic contest. During the third week of Lharvion, shifter communities hold numerous races and other athletic competitions, culminating in a day-long marathon on the last day of the week. Each community has different preferences and traditions considering the Reachrace, but in general the week begins with trials of strength and agility and ends with tests of endurance. Communities celebrate throughout the week, recognizing winners in individual events, overall victors for each day, and a single champion for the week-long celebration.

Roleplaying Application: Shifter adventurers often take time away from their travels to participate in the Reachrace, and those away from shifter communities are often restless and competitive during the week of the celebration. Adventurers away from shifter communities should drive their companions to action and encourage intense, physically challenging adventures during the week.

HISTORY AND FOLKLORE

Recent shifter history has been shaped and tainted by the terrible zealotry of the Church of the Silver Flame. When the Church began its great crusade to rid the world of lycanthropy, it made little distinction between the rare and powerful true lycanthropes and their more civilized offshoots, the shifters. Although the shifters had long since become their own race, their ability to shift their forms, the trappings of their moon worship, and their relatively small numbers made them ideal targets of the Church's zeal. Compared to true lycanthropes, which are decidedly difficult to find and track and exceedingly powerful, shifters were easy for the Church to find and attack. It's little surprise, then, that most of the Church's early "successes" were at the expense of the shifter race.

The Church used its efforts against the shifters as proof that its crusade against lycanthropy was both right and destined for success. Although it reversed its view on shifters in the early years of its crusade and later acknowledged that shifters are a separate race, the damage was already done. Some of the Church's less than honorable leaders used the crusade as an excuse to pursue private vendettas against shifter communities or to gather great profit at the expense of shifter lives. In war-torn Khorvaire, it's unlikely that such pain and suspicion will find healing or resolution soon.

More recently, shifters—as all the peoples of Khorvaire—were touched by the violence and pain of the Last War. Whether in small units of their own kind, as individual scouts, or as members of larger mixed-race units, shifters fought on the side of every nation that took part in the war. Even though the majority of the shifter populace did not take part directly in the battles and sieges, the hundred years of strife touched shifter communities within the great cities and smaller towns of Khorvaire. Even the most sheltered communities in the Eldeen Reaches had some of their number involved in the distant battles.

As the conflict grew, shifters were sought more and more frequently as scouts and trackers. With the spellcasters of every nation caught between the pressing needs of building the magical tools of warfare and bringing their spells to bear in battle, they had less and less opportunity to spy out enemy troop movements with magic, and the role of mundane scouts and outriders became ever more important.

Much of shifter folklore has been reshaped by the events of the Last War, but most of the tales and heroes integral to the shifter race deal with either its

Illus. by H. Lyon

Shifter druids defend the world from the horrors that lie beyond the Changegate

persecution at the hands of the Church of the Silver Flame or its bond to animals and lycanthropes. Each bit of shifter history described below has an associated adventure hook, which describes a possible way you can work the event into an ongoing campaign or a character's background.

Karmos Render

One of the greatest shifter heroes of the Last War, Karmos Render was a savage warrior who fought in the service of Aundair. Throughout the war, Karmos performed many great deeds, including single-handedly destroying a powerful warforged titan.

After the signing of the Treaty of Thronehold, Aundair gathered several of its most powerful champions and sent them to investigate the growing dangers of the Mournland. As a skilled tracker and physically powerful warrior, Karmos was one of the cornerstones of the expedition with his mighty axe. The group was considered the best Aundair had to offer, and its quick return was awaited with high hopes.

Such a triumph, though, was not meant to be. Despite the efforts of powerful diviners beholden to the kingdom of Aundair, no word nor trace of the expedition has been found since it set out on the 4th of Vult in the year 996 CY.

Adventure Hook: No one knows the location of mighty Karmos, but divination magic has revealed that he still lives. The kingdom of Aundair would like its powerful champion returned and to once again have his devastating axe at its call. Many influential shifters would also like to see Karmos return from the Mournland, because he was effective in raising the shifter race in the opinions of others.

The Changegate

The Eldeen Reaches are home to many ancient and powerful druid orders, including the Gatekeepers, a fading cabal of druids tasked with defending the world against terrible creatures. Although tales of the druids who fought the powerful hordes of aberrations in ancient times are fading from modern

Khorvaire, a dwindling sect of shifter druids holds to an ancient promise.

More than a century ago, a small group of shifter druids bound themselves and their descendants to a never-ending vigil over a portal known as the Changegate. For this dedication, the Gatekeeper druids promised the shifters protection and shelter in the face of the Church of the Silver Flame's zealotry. Although the threat of the Church's inquisition has passed, the shifters hold to their ancient oaths.

Adventure Hook: Their numbers thinned by the chaos and strife of recent decades, the secretive shifter druids who guard the Changegate are all but gone. Even without the power or numbers they once had, the druids nonetheless know that something stirs behind the gate, probing their weakened numbers and preparing to force passage through the gateway. While the druids themselves are no match for the forces stirring behind the gate, they hope that were the gate opened for a day, they could reconstruct the sealing magics, strengthening the gate itself and giving themselves years of peace in which to recruit new members and rebuild their own power. Unfortunately, with the gate down for an entire day, the druids would be overrun by whatever horrors lurk behind the gate before they could complete the binding ceremony.

Knowing that this desperate plan must succeed, the druids have sent one of their number out into the world looking for adventurers capable of defending the gate long enough for the druids to rebuild the gate's fading magic. No one knows what will come out of the gate once it is lowered, but it is a risk they must take.

Bennin Silverclaw

One of the shifters most responsible for the decision on the part of the Church of the Silver Flame that shifters were, in fact, a separate race—not part of the evil that was inherent in all lycanthropes according to Silver Flame doctrine—was a powerful warrior and tracker named Bennin Silverclaw.

When the Church began its crusade against the werecreatures, Bennin joined in the effort with a zeal matched by only a few of the most fervent human converts. Bennin's extraordinary abilities as a tracker and his claws coated with magical silver made him a terrible foe of all lycanthropes. The annals of the Church say that he found and killed no fewer than fifty lycanthropes of various types.

As with many other crusaders, Bennin found his end in violence. Attached to a large force of knights and clerics loyal to the Church of the Silver Flame, Bennin traveled deep into the Demon Wastes. The mighty expedition was aimed at a particularly powerful cult of lycanthropes that had long used its distant location and growing numbers to become a focal point of those opposed to the Church's efforts to destroy lycanthropy. Such a lofty goal came at terrible cost.

Hunger and the dangers of travel decimated the expidition, leaving them vulnerable. By the time they found the mighty enclave, they also stumbled into a carefully laid ambush that nearly finished the group for good. One of their number, infected by lycanthropy, led the expedition into the lycanthropes' trap. Through the efforts of Bennin and the bravery of a few knights, a remnant of the mighty expedition escaped the trap.

Fueled by his hatred of the lycanthropes and still stinging from the betrayal, Bennin led his small band in a desperate assault on the cult's stronghold. Although the expeditionary force was wiped out entirely, the cult was broken by their final efforts. A final *sending* told of Bennin's lone battle against the three most powerful leaders of the cult. Whether the expedition wiped out the cult entirely might never be known, but Bennin and the other brave warriors ensured that it would never again serve as a focal point for resistance against the Church.

Adventure Hook: Although Bennin's final expedition took place more than fifty years before the beginning of the Last War, the Church still speaks of his bravery. Shifters and members of the Church of the Silver Flame alike would rejoice in the recovery of Bennin's remains, especially the silver claws from which Bennin eventually took his name. Travel to the Demon Wastes is a dangerous undertaking, however, and it is possible that remnants of the ancient lycanthropic cult still linger in the area.

LANGUAGE

Although shifters tend to share the language and idiom of the dominant race in the region they inhabit, a few phrases are more prevalent among shifters than among other races.

Silvered: Shifters seldom use this word literally and more often use it to indicate a person, weapon, place, or thing that has been designed to take advantage of another's weaknesses.

The Journey Yet to Come: Any unforeseen incident, the future, or more commonly, a shifter's destiny.

Grasping the Moons: This phrase, growing less and less common in its usage, simply means "shifting."

SHIFTERS AND OTHER RACES

Shifters view members of other races with a great deal of suspicion. They have never felt like an integrated part of Khorvaire's human-centric nations, and their self-reliant nature makes them slow to seek companionship or support from members of other races. Unlike the warforged, who hunger for interaction and contact with other races, shifters for the most part prefer to interact with fellow shifters. While shifters have no natural enemies on a racial level, they view the religions of humans with suspicion and view the creatures from the troubled Demon Wastes with growing concern.

Halflings, especially those rough and independent halflings who roam the Talenta Plains, get along well with shifters, seeing a kindred belief in the importance of relying on one's own ability to survive. This bond is made easier on both peoples because of the great distance between the bulk of the shifter population in the Eldeen Reaches and the eastern plains that the halflings call home. The two races meet infrequently enough that they rarely have an opportunity for their relations to become strained. Halflings who have integrated themselves into the Five Nations also get along well with shifters, filling the gaps in conversation left by the reticent shifters with their own musings, a situation that members of both races seem to find comfortable.

There is little organized effort to improve relations between shifters and other races, and most of the progress being made occurs in the form of individual shifters learning to trust and depend on adventuring companions of other races. As these adventuring shifters grow in prestige and power, they typically interact with influential members of other races, and more often than not the shifters slowly win the respect and admiration of those with whom they choose to interact.

CREATING SHIFTER CHARACTERS

Because of the feats available only to shifters, shifter characters usually focus on their racial abilities more than characters of other races. The shifting ability and the shifter feats that key off it often become the focus of the character's combat abilities. This emphasis on racial traits and abilities creates many interesting differences between shifters and other characters, differences that enhance roleplaying opportunities and further define the shifter's role in the group. These different abilities serve as a constant reminder of the shifter's unique attitudes and outlook for other players in the group, as well as for the player with a shifter character.

SPECIAL SHIFTER OPTIONS

As a shifter, your character qualifies for some shifter-specific feats and prestige classes unavailable to PCs of other races. The feats and prestige classes listed below are described in Chapters 6 and 7, respectively, except for those marked with an asterisk, which appear in the *Eberron Campaign Setting*.

Feats: Battleshifter Training, Beasthide Elite*, Cliffwalk Elite, Dreamsight Elite, Extra Shifter Trait, Gorebrute Elite, Great Bite*, Great Rend*, Greater Shifter Defense*, Healing Factor*, Longstride Elite, Longtooth Elite, Ragewild Fighting, Razorclaw Elite, Reactive Shifting, Rejuvenating Spellcaster, Shifter Agility, Shifter Defense*, Shifter Ferocity, Shifter Instincts, Shifter Multitask*, Shifter Savagery, Shifter Stamina, Swiftwing Elite, Truedive Elite, Wildhunt Elite.

Prestige Classes: moonspeaker, reach runner, weretouched master*.

SHIFTERS AS CHARACTERS

A shifter's role in the party depends greatly on his choice of shifter trait. A longtooth shifter is more likely to be a front-line character, such as a fighter or barbarian, while a shifter who prefers mobility, such as a longstride or swiftwing shifter, often functions better as a skirmishing ranger or rogue.

Barbarian: Because the bonuses from shifting and raging stack, shifters make powerful barbarians. When playing a shifter barbarian, emphasize your independence and freedom of choice at every opportunity. You have only a limited number of feats, so it's usually most effective to take shifter feats, allowing your shifting ability to improve at the same pace as your rage ability. Choosing a shifter trait that provides a natural weapon allows you to take shifter feats that improve your attacks (as opposed to weapon-oriented feats that do not also increase your shifting abilities). Choosing a shifter trait that improves your Constitution extends the duration of your rage ability if you use the two in conjunction.

Druid: With penalties to their Intelligence and Charisma, shifters rarely become spellcasters. Shifter druids, however, are a ready exception to this rule. By focusing on spells that enhance their physical abilities, they often become capable melee combatants. Shifter druids are usually best served by choosing early in their career whether they will focus on their shifting ability or the druid class's wild shape ability. Those who choose shifting often aim for the moonspeaker prestige

class and devote their feat selections to shifter feats, while those who choose wild shape usually take the Natural Spell feat and wild feats (see *Complete Divine* for a selection of wild feats).

For alternative options for the shifter druid, see the shifter racial substitution levels, page 126.

Fighter: Although shifter warriors have historically concentrated on the barbarian and ranger classes, shifter interaction with the other races of Khorvaire in the Last War has produced a larger number of shifter fighters in the most recent generation than in any previous one. The fighter class offers shifters an important resource in the form of bonus feats, allowing them to spend the feats they earn for advancing in level on valuable shifter feats while using the bonus feats for fighter levels to devote to mastering a fighting style, such as Power Attack and its related feats, the Point Blank Shot and other bow-oriented feats, or the two-weapon feats.

Psionic Classes: If you use the *Expanded Psionics Handbook* in your game, shifters fit well thematically with both the psychic warrior and the egoist (psion) classes, thanks to their access to powers that alter the physical form of the user. Despite the shifter's Charisma penalty, wilder makes another interesting choice for the character, because the class's emotional zeal meshes nicely with the animalistic shifter.

For alternative options for the shifter wilder, see the shifter racial substitution levels, page 129.

Ranger: The ranger class plays to the strengths of the shifter race by providing bonus feats that complement the physical enhancements the shifter receives from shifting. In addition, the ranger's excellent skill list and Wisdom-based spellcasting avoid most of the detriments of the shifter's penalties to Intelligence and Charisma. Choosing a combat style is particularly important for shifter rangers, because they must ensure that their shifter trait and their combat style complement one another (usually meaning Dexterity-enhancing traits in conjunction with the ranged combat style and Strength-enhancing traits in conjunction with the two-weapon combat style). The ranger class also provides a great deal of roleplaying opportunities, because it highlights the shifter's belief in self-reliance and the ability to survive in the wild.

For alternative options for the shifter ranger, see the shifter racial substitution levels, page 128.

Rogue: As with shifters from other classes, shifter rogues must decide early in their career whether they wish to devote their feat choices to improving their shifting or developing their other abilities. High-level rogues deal plenty of damage in combat, but they often have problems hitting heavily armored foes. Because of this, shifter rogues are best served by selecting one of the Strength-enhancing traits if they favor melee combat or one of the Dexterity-enhancing traits if they favor ranged combat. With a penalty to their Intelligence, shifter rogues are more limited in their skill selection than other rogues and must therefore specialize in a narrower set of abilities. Two common archetypes include the athletic rogue who spends skill points on Climb, Balance, Jump, Hide, and Move Silently and the more traditional rogue who spends skill points on Search, Open Lock, Disable Device, Spot, and Listen.

SAMPLE COMMUNITY: RAINHAVEN

A simple hamlet in the eastern portion of the Eldeen Reaches, Rainhaven lies about fifteen miles directly north of the small village of Delethorn. The small hamlet includes a mixed population of humans and shifters. The village consists of a loose collection of houses, a flour mill, and two small tanneries devoted to curing the hides that the village's hunters bring in.

Rainhaven (hamlet): Conventional; AL N; 100 gp limit; 600 gp on hand; Population 120 adults; Mixed (humans 20%, shifters 78%, other 2%).

Authority Figures: Palai Longmane (shifter ranger 6), Argus Whegg (human druid 5), Morai Allais (shifter ranger 4)

Important Characters: 10 shifter scouts (ranger 2), 8 tribal warriors (shifter barbarian 3), 3 shifter shamans (shifter druid 4).

SHIFTER SCOUT

The small community depends heavily on a relatively large group of shifter scouts to patrol the nearby woodlands, keep in contact with the wandering druids who make their way through the area, and generally keep an observant eye on the surrounding lands. The scouts described below are typical of the region and the training in woodcraft that shifters undergo when living close to the land, as they do in Rainhaven.

Shifter Scout: Female (or male) shifter ranger 2; CR 2; Medium humanoid (shapechanger); HD 2d8+2; hp 14; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/19–20, masterwork longsword) or +6 ranged (1d8+2/×3, masterwork composite longbow); Full Atk +5 melee (1d8+2/19–20, masterwork longsword) or +6 ranged (1d8+2/×3, masterwork composite longbow) or +4/+4 ranged (1d8+2/×3, masterwork composite longbow); SA favored enemy (humans +2); SQ low-light vision, racial substitution level,

shifting (longstride) 1/day, wild empathy; AL N; SV Fort +4, Ref +6, Will +1; Str 15, Dex 16, Con 13, Int 8, Wis 12, Cha 6.

Skills and Feats: Balance +5, Climb +4, Hide +8, Jump +4, Listen +6, Move Silently +8, Spot +6, Survival +6; Longstride Elite, Rapid Shot, Track.

Favored Enemy (Ex): A shifter scout gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. The scout gains the same bonus on weapon damage rolls against humans.

Racial Substitution Level: Shifter ranger 1st.

Shifting (Su): A shifter scout can shift once per day for 5 rounds. When shifting, a scout has the following characteristics: Spd 40 ft.; AC 17, touch 14, flat-footed 13; Atk +7 ranged (1d8+2/×3, masterwork longbow); Full Atk +7 ranged (1d8+2/×3, masterwork longbow) or +5/+5 ranged (1d8+2/×3, masterwork longbow); SV Ref +7; Dex 18.

Wild Empathy (Ex): A shifter scout can improve the attitude of an animal in the same way that a Diplomacy check can improve the attitude of a sentient being. The scout rolls 1d20+3, or 1d20–1 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Possessions: Masterwork studded leather, masterwork longsword, masterwork composite longbow (+2 Str bonus) with 20 arrows, *potion of cure moderate wounds.*

TRIBAL WARRIOR

Rainhaven is home to a dozen fierce shifter warriors, who combine their shifting ability with the wild fighting style of the barbarian tribes. These tribal warriors are members of the community, but they often spend long weeks away from the small town hunting and trapping food. When needed, they also serve as the town's most intimidating group of warriors. While they lack the stealth and subtlety of the shifter scouts who share in the town's defense, their fearsome rage and powerful melee abilities make them the most capable warriors in the town.

Tribal Warrior: Male shifter barbarian 3; CR 3; Medium humanoid (shapechanger); HD 3d12+6; hp 31; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +5; Atk or Full Atk +6 melee (1d12+3/×3, masterwork greataxe); SA rage 1/day; SQ low-light vision, shifting (razorclaw) 2/day, trap sense +1, uncanny dodge; AL CN; SV Fort +5, Ref +3, Will +2; Str 15, Dex 15, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Balance +4, Climb +9, Jump +9, Listen +6; Healing Factor*, Shifter Ferocity.

*Feat described in Chapter 3 of the EBERRON *Campaign Setting.*

Rage (Ex): A tribal warrior can rage once per day for up to 5 rounds. When raging, he has the following characteristics: hp increase by 6; AC 14, touch 10, flat-footed 12; Grp +7; Atk +8 melee (1d12+6/×3, masterwork greataxe); Full Atk +8 melee (1d12+6/×3, masterwork greataxe); SV Fort +7, Will +4; Str 19, Con 18.

Shifting (Su): A tribal warrior can shift twice per day for 5 rounds each time. When shifting, he has the following characteristics: Grp +6; Atk +7 melee (1d12+4/×3, masterwork greataxe) or +6 melee (1d4+3, claw); Full Atk +7 melee (1d12+4/×3, masterwork greataxe) or +4/+4 melee (1d4+3, claw); Str 17.

When both shifting and raging, a tribal warrior has the following characteristics: hp increase by 6; AC 14, touch 10, flat-footed 12; Grp +8; Atk +9 melee (1d12+7/×3, masterwork greataxe) or +8 melee (1d4+5, claw); Full Atk +9 melee (1d12+7/×3, masterwork greataxe) or +6/+6 melee (1d4+5, claw); SV Fort +7, Will +4; Str 21, Con 18. A tribal warrior can use both abilities at the same time once per day for up to 7 rounds.

Uncanny Dodge (Ex): A tribal warrior retains his Dexterity bonus to AC even if caught flat-footed or struck by an invisible attacker. A tribal warrior still loses his Dexterity bonus to AC if immobilized.

Possessions: +1 studded leather, masterwork greataxe, masterwork composite longbow (+2 Str bonus) with 20 arrows, *potion of cure moderate wounds.*

SHIFTER SHAMAN

Although still relatively low level, the shifter shaman described here makes an interesting encounter, especially when paired with some of the scouts and tribal warriors described above. The stat block is representative of the junior druids who roam the Eldeen Reaches in the service of either the moonspeakers or the Ashbound order of druids. When they are not wandering on their own, these druids spend more time than druids of other races within the small thorps and hamlets that dot the reaches, serving as teachers, advisors, healers, and guardians to the local shifters.

Shifter Shaman: Female shifter druid 4; CR 4; Medium humanoid (shapechanger); HD 4d8+4; hp 25; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +5; Atk or Full Atk +6 melee (1d6+2/18–20, masterwork scimitar); SQ animal companion (wolf), animal companion benefits, nature sense, resist nature's lure, shifting (beasthide) 2/day, trackless step, wild empathy, woodland stride; AL N; SV Fort +5, Ref +3, Will +7; Str 14, Dex 15, Con 12, Int 8, Wis 16, Cha 6.

Skills and Feats: Balance +4, Climb +4, Concentration +8, Handle Animal +6, Jump +4, Knowledge (nature) +6, Survival +7 (+9 in aboveground natural environments); Beasthide Elite, Healing Factor*.

*Feat described in Chapter 3 of the EBERRON *Campaign Setting*.

Animal Companion (Ex): A shifter shaman has a wolf as an animal companion. Its abilities and characteristics are given below.

Animal Companion Benefits (Ex): A shifter shaman and her wolf companion enjoy the link and share spells special qualities.

Link (Ex): The shaman can handle the wolf as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her wolf.

Share Spells (Ex): The shaman can have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She can also cast a spell with a target of "You" on her animal companion.

Resist Nature's Lure (Ex): A shifter shaman has a +4 bonus on saving throws against the spell-like abilities of fey.

Shifting (Su): A shifter shaman can shift two times per day for 7 rounds each time. When shifting, the shaman has the following characteristics: hp increase by 4; AC 19, flat-footed 19; SV Fort +6; Con 14.

Trackless Step (Ex): A shifter shaman leaves no trail in natural surroundings and cannot be tracked. A shifter shaman can choose to leave a trail if so desired.

Wild Empathy (Ex): A shifter shaman can improve the attitude of an animal in the same way that a Diplomacy check can improve the attitude of a sentient being. The shaman rolls 1d20+2, or 1d20–2 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Woodland Stride (Ex): A shifter shaman can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Druid Spells Prepared (caster level 4th): 0—*cure minor wounds* (2), *detect magic*, *detect poison*, *light*; 1st—*cure light wounds* (2), *entangle* (DC 14), *longstrider*; 2nd—*barkskin*, *flaming sphere* (DC 15), *spider climb*.

Possessions: +1 leather armor, +1 light wooden shield, masterwork scimitar, scroll of *bear's endurance*, scroll of *bull's strength*, scroll of *cure moderate wounds*.

Wolf Animal Companion: CR —; Medium animal; HD 4d8+8; hp 26; Init +3; Spd 50 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk or Full Atk +6 melee (1d6+3, bite); SA trip; SQ evasion, low-light vision, scent, tricks (attack, down, stay, track); AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +4, Spot +5, Survival +1*; Dodge, Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Evasion (Ex): If a wolf is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw.

SAMPLE ENCOUNTERS

The following encounters use the statistics blocks presented above and represent some typical encounters that low- and mid-level adventurers might have with shifters.

Lone Scout (EL 2): A lone scout is an EL 2 encounter. The scout is likely to remain hidden and observe the characters for some time to determine their intent before initiating any kind of interaction. Unless the characters are obviously intent on harming the environment or bringing harm to Rainhaven, the scout is likely to attempt to talk with the characters. If combat erupts, the scout will prefer to keep his distance, assaulting the group with arrows and then hiding rather than engaging them directly.

Scout Party (EL 6): This group of six shifter scouts reacts much like a lone scout, although they are more confident of their ability to bring down a group of foes if they have time to set up a proper ambush.

Raiding Party (EL 7): A pair of scouts and a pair of tribal warriors work together to achieve a specific goal. The scouts spot the enemy and attempt to pin it down with arrow fire while the tribal warriors perform a straightforward rush to the objective.

Full Raid (EL 8): Although they might try to set up an ambush, this group of six shifter tribal warriors is equally likely to launch a direct and brutal charge against their foes.

Nature's Guardians (EL 7): A group of four shifter scouts escorts a shifter shaman through the forest. This group might be out observing the surrounding area, looking for the characters specifically, or tracking some other threat.

Shamanic Escort (EL 7): Consisting of a single shaman escorted by two scouts and two tribal warriors, this band of shifters might be sent out to deal with nearly any situation threatening a village.

Illus. by K. Walker

Changelings originated from unions between doppelgangers and humanoids in the distant past. Eventually, their descendants became the changeling race. Like shifters, they are a unique race that breeds true. Unlike shifters, they have no distinct community and culture as a species. For most of their history, they have lived in humanoid settlements, often mistrusted and rarely at ease. This scattering and dispersion of populations with no central cultural focus has led to a variety of coping techniques, expressed differently by each of the three major changeling philosophies.

CHANGELING RACIAL TRAITS

Shapechanger Subtype: Changelings are humanoids with the shapechanger subtype.

- Medium: As Medium creatures, changelings have no special bonuses or penalties due to their size.
- Changeling base land speed is 30 feet.
- +2 racial bonus on saving throws against sleep and charm effects: Changelings have slippery minds.
- +2 racial bonus on Bluff, Intimidate, and Sense Motive checks: Changelings are inherently skilled in deception and intimidation; though they cannot actually detect thoughts as doppelgangers can, they can intuitively read body language and attitude with surprising accuracy.
- Natural Linguist: Changelings add Speak Language to their list of class skills for any class they adopt.
- Minor Change Shape (Su): Changelings have the supernatural ability to alter their appearance as though using a *disguise self* spell that affects their bodies but not their possessions. This ability is not an illusory effect but a minor physical alteration of a changeling's facial features, skin color and texture, and size, within the limits described for the spell. A changeling can use this ability at will, and the alteration lasts until he changes shape again. A changeling reverts to his natural form when killed. A *true seeing* spell reveals his natural form. When using this ability to create a disguise, a changeling receives a +10 circumstance bonus on Disguise checks. Using this ability is a full-round action.
- Automatic Languages: Common. Bonus Languages: Auran, Dwarven, Elven, Giant, Gnome, Halfling, and Terran.

- Favored Class: Rogue. A multiclass changeling's rogue class does not count when determining whether he takes an experience point penalty for multiclassing.

A DAY IN THE LIFE

The sounds of a waking city drift through the shuttered window. Among the sour smells of humanity and urban life, the smell of baking bread and the warmth of the ovens drift up from the bakery downstairs. Ot breathes deeply and smiles, happy to start another day. She rises and dresses carefully, in many layers. Her outer cloak secure about her shoulders, she pauses in front of the mirror. An older human male looks back, his face heavy from a life of starchy food. His jowls rest comfortably on his snug collar.

"Good morning, Azelandrik," she murmurs.

She smiles, and the face in the mirror stretches into a grin that almost removes the treble chin before she lets it resume its normally dour expression. She carefully examines this face, strokes her plump cheeks, and thinks about stray whiskers. Staring for a long moment, she decides on a few long nose hairs instead.

Slowly and haltingly, she maneuvers her now prodigious bulk and thick satchel down the stairs.

The baker is taking a tray of muffins out of the oven. He looks up and grunts at his tenant. "Morning, Azel."

Azel raises a beefy hand and waves in greeting.

All morning, Azel works in his office at the docks, checking manifests and reviewing cargo and transportation records of the many ships that have entered and left Sharn's docks. His competence makes him valuable to the city's Office of Transportation. Due to his age and health, they allow him to work only half-days, laboring in the morning and leaving in the early afternoon. He always brings work home with him. Every day he totes his satchel to and from the office.

Azel leaves the building and ponderously walks toward the center of the city. Along his route, he enters an alley. He never exits it.

Instead, a curvaceous, young, female elf wearing loose breeches and a tunic emerges, carrying the same bag Azel had. The elf walks jauntily, stopping in at a number of bars and businesses, checking on a broad network of contacts.

As she enters the Pewter Tankard, the bartender greets her. "Usual, Melissandra?"

The elf nods.

A halfling seated at the bar finishes his drink and tosses a coin to the barkeep for payment.

Melissandra sits in the recently vacated spot and reaches for her wine with one hand as the other removes and palms a note from under the bar stool.

"Just time for the one drink today," she smiles.

After a few moments of idle conversation, she finishes her drink and leaves.

Melissandra's route, with many meanderings and short stops, takes her inexorably closer and closer to downtown.

In the late afternoon, she passes the offices of the Champion Inquisitive Agency. Her sharp eyes notice a man in the shadows of the doorway across the street. He has the strong build and tough attitude of someone who is no stranger to fighting. She passes and enters a building around the corner, going up to Melissandra's living quarters. The room is sparsely furnished with a bed and dresser. From the clothing strewn about, it looks like two people, a male and a female, live there.

She changes clothes into a stylish outfit with a snazzy wide-brimmed cap pulled down over her brow. As she adjusts her clothing, she changes her form into that of a slender, male half-elf. He wears the same outer cloak that Azel had, but turned inside out.

He leaves the studio, calling out behind him, "Goodbye, darling. See you later tonight."

He walks purposefully to the Champion Inquisitive Agency.

"Hello, boss," an attractive human female greets him. His secretary/receptionist/assistant is a fellow changeling who finds this form effective for greeting prospective clients and putting them at ease.

"Hi, Eva," he says. "I've solved the smuggling case. I know who's bringing in the weapons."

CHANGELINGS IN D&D

Changelings' mutable forms give them preternatural powers of deception, and wherever they go they face suspicion and even a little fear. Changelings, although originally part of the Eberron setting, can easily be used in other D&D campaign worlds. These versatile masters of disguise might be suspected of any number of conspiracies or treacheries, or they might be loyal allies of the humans and elves; perhaps in your world the good nations have been able to survive their wars with more powerful empires of evil because of the intelligence brought to them by heroic changeling spies.

"Excellent, but right now, we've got company," she says indicating the closed door to the inner office. "A young aristocrat. Terrified. Says a guy has been following him."

"I know. He's across the street," the half-elf says as he opens the door to the inner office and turns his attention to his new client. "Let me introduce myself. I'm Dusk Steelgleam, proprietor of the Champion Inquisitive Agency. I believe you have a problem that I can solve."

CHANGELING PSYCHOLOGY

Members of most other races have a clear answer to the question "Who am I?" Dwarves are clever with stone, stable, and skillful against goblins and giants. Elves are graceful and observant. Half-orcs are strong and gruff. Each of the civilized races has a sense of belonging and the comfort of the society of others like them. They are accepted by and accepting of others of their kind. Not so with changelings.

The mutability of changelings means that they have no one clear place in the world. Most changelings live scattered among communities dominated by other races. These other races view them with suspicion. While a minority group with a stronger sense of self might react to this prejudice by banding together and forming a strong community of their own, changelings are anything but unified. Many changelings view each other with suspicion, too, and are often prejudiced against their own kind.

Roleplaying Application: Changelings have no preset place in society. They feel driven to adopt another race's persona, create multiples of their own, or find out what roles fate and destiny intend for them. Almost all changelings hold to one of three philosophical viewpoints and see themselves as passers, becomers, or reality seekers. You should choose one of these philosophies during character creation. It can provide guidance in handling many situations.

When considering others of their kind, changelings tend to have more stereotypes and prejudices than even the most opinionated of species. They tend to be very dismissive of changelings who have different mindsets from their own. Changelings judge each other harshly and with little tolerance.

PASSERS

"Trouble has keen eyes. Why wave?"

—Passer adage

Passers are the most humanlike of changelings in their thoughts and perspectives. They are ordinary people. They just want to be part of a community and live their lives. A passer endeavors to repress or deny his mutable nature.

Since living as a changeling brings suspicion and distrust, passers use their minor change shape ability to fit into society more easily, to "pass" in their chosen communities. Each most likely has one form he chooses and keeps. Most often, it's human, but in a community not dominated by humans it matches the majority race. Some so thoroughly adopt the new identities that they closely identify with the races portrayed. They rarely travel or adopt other identities.

Becomers, reality seekers, and many changelings who have chosen more adventurous lives view passers with contempt, calling them "actors" or "pretenders" who have denied their true selves.

Roleplaying Application: Of the three changeling philosophies, the passer is the least adventure-oriented. A passer works hard to be perceived as a member of a more accepted race. If you're playing a passer, you have a single cover identity to which you cleave, and you take pains to maintain that persona. Good feats include Persona Immersion and Racial Emulation (described in Chapter 6 of this book), both of which help you with your masquerade.

As an adventurer, you put yourself in stressful situations and constantly risk discovery. In attitude, you're apt to be suspicious and more than a bit paranoid. No one is entirely trustworthy. How can you be sure someone is the person she represents herself to be?

BECOMERS

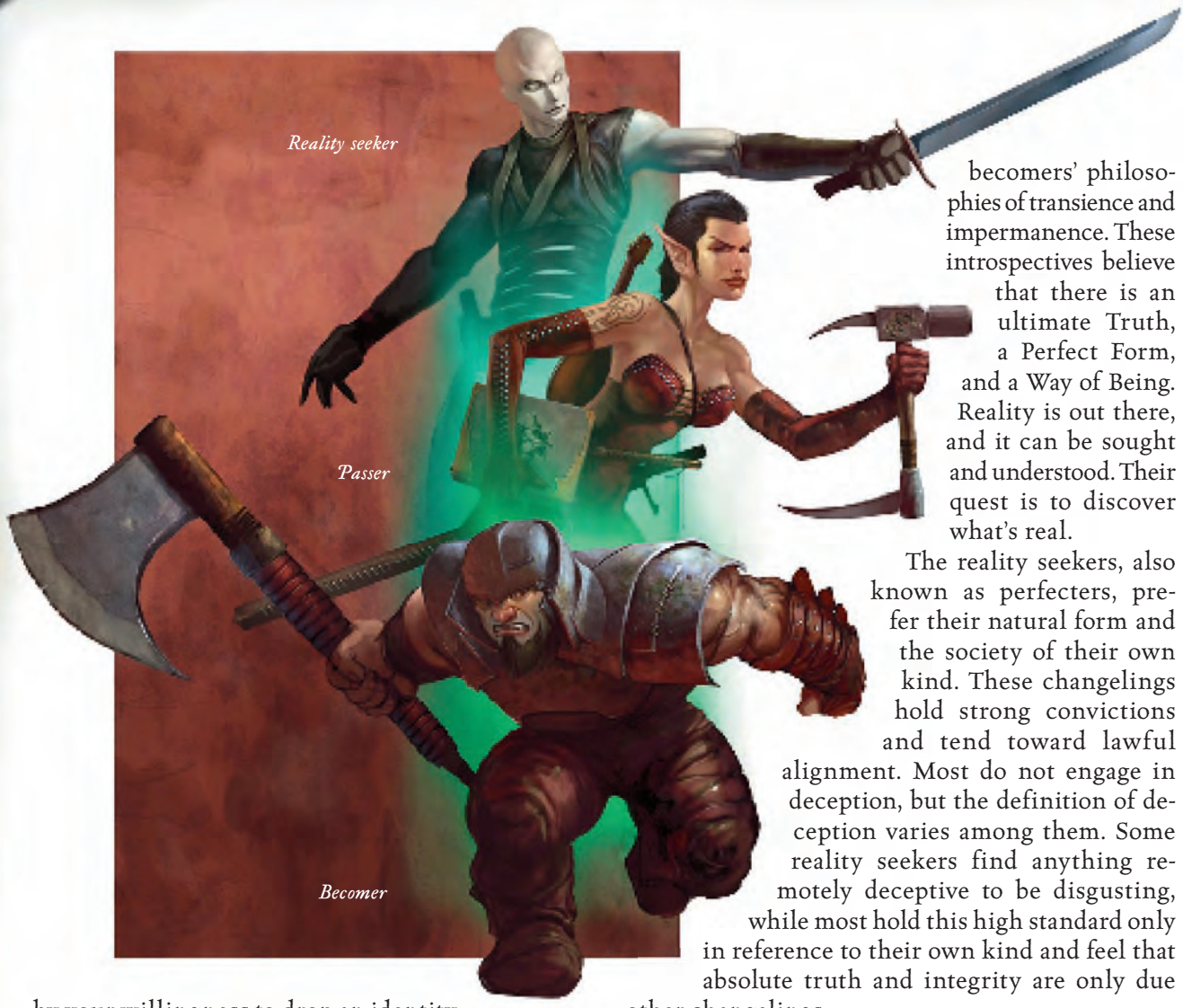
"Life is short, but I'm not limited to just one."

—Becomer adage

For becomers, living is being not just one person, but many people. These changelings actively use their minor change shape ability and live life in many different forms. They disguise, deceive, and lie as needed to further their individual goals.

At the core of a becomer's identity is the belief that the central aspect of a changeling is his mutability. To fully be a changeling, one must change, convincingly and frequently. For many, however, there is a purpose and integrity to these changes. A becomer considers himself simultaneously to be both a mutable changeling and the individual he portrays. Those most adept at grasping this duality of nature and devoted to the Truth of the Now often pursue the chameleon prestige class (described in *Races of Destiny*).

Roleplaying Application: Becomers like challenges. Taking risks is part and parcel of the nature of your multiple impersonations. The risk is limited



Illus. by F. Tsai

by your willingness to drop an identity and create a new one. Many becomers at least dabble in the rogue or bard class because of those classes' long lists of social interaction and deception class skills. Good feat options include Master Linguist, Persona Immersion, and Quick Change. Some also take Racial Emulation to enhance their different personas. (These feats are described in Chapter 6 of this book.)

As a becomer, it's hard for you to admit that something might be beyond your abilities or to say "I can't." When a becomer rogue feels firmly immersed in the role of a wizard, it's possible for him to forget, for a moment, that he can't really cast spells.

REALITY SEEKERS

"Every question has an answer."

—Reality seeker adage

A few changelings reject the passers' notion of conformity at the cost of identity and spurn the becomers' philosophies of transience and impermanence. These introspectives believe that there is an ultimate Truth, a Perfect Form, and a Way of Being. Reality is out there, and it can be sought and understood. Their quest is to discover what's real.

The reality seekers, also known as perfecters, prefer their natural form and the society of their own kind. These changelings hold strong convictions and tend toward lawful alignment. Most do not engage in deception, but the definition of deception varies among them. Some reality seekers find anything remotely deceptive to be disgusting, while most hold this high standard only in reference to their own kind and feel that absolute truth and integrity are only due other changelings.

Since the Last War ended, many reality seekers have looked with envy or admiration at the struggles of the newly free warforged and some of their attempts to develop communities. Building on this idea, several utopian changeling communities led by reality seekers have formed in various parts of Khorvaire.

Roleplaying Applications: The quest for Truth and the Perfect Form can manifest in a wide variety of ways. Any of the feats suited for changelings (see Chapter 6) make a good choice for a reality seeker.

Decide how you view deception and deceptive acts. The minor shape change ability is a natural part of the changeling nature and one that all reality seekers acknowledge. This ability gives the changeling a great deal of power to deceive. When is doing this acceptable? Do you act without guile in dealings with everyone? Only with other changelings? With changelings and your fellow party members? Just with your closest friends and associates?

CHANGELING LIFE

No one guiding principle is common to all changelings. The most significant factor determining how a changeling leads his life is that of his guiding philosophy. As a changeling, every aspect of one's upbringing and aspirations varies based on one's worldview.

IDENTITY

"I know you are, but who am I?"

—Frit, changeling rogue

Central to how a changeling behaves is his self-concept. Does he think of himself as a female half-elf, many different people of either gender, or as a thin, gray, genderless creature?

Passers

Passers act to hide their changeling nature. They do not want the conflict and challenges associated with the species.

A passer adopts a single identity, including race and gender, and endeavors to live his life in this way, without change. The passer lives in constant fear of discovery. Most communities that discover they've been harboring a passer react harshly, occasionally even violently, against the changeling.

Becomers

A becomer knows that he has multiple identities inside him. He brims with the potential to become a young male elf, an old female half-orc, a middle-aged male gnome, and many, many other personas.

A becomer wants to explore and stretch these multiple identities. He likes to sample the grand variety of humanoid life as if eating from a grand banquet table, adopting one role after another. Some of these assumed identities become favorites, to be returned to many times; other personas are discarded after only short trials.

Reality Seekers

A reality seeker may adopt other forms but is first and foremost a changeling with his own true form. The concept of ideal form and ultimate truth occupies a treasured place in a reality seeker's identity. Each reality seeker adopts a personal code of conduct that defines these concepts and then strongly adheres to it.

GENDER AND SEXUALITY

An important aspect of a changeling's identity is the issue of gender. Unlike doppelgangers, which are entirely genderless, a changeling does have a default gender that manifests in adolescence, but each changeling can adapt his or her form to be of either gender, hermaphroditic (both genders simultaneously), or entirely genderless. A changeling can alter his or her gender (and reproductive abilities) as part of using the race's minor shapechange ability.

Changeling Reproduction

Two changeling parents breed a changeling child. A changeling and a humanoid can mate to produce an offspring with the child having a 50% chance to be of either race. If a changeling with the Racial Emulation feat (see page 110) matches its subtype to that of a partner, a child resulting from the union will always be of that humanoid subtype.

If a changeling in a female form conceives a child, she loses the ability to change her gender until after the child is born.

Passers

Passers always choose one gender and feel very odd or uncomfortable at the thought of not being that gender. They follow the sexual norms of their portrayed races but often live celibate lives.

They find the gender-flexible becomers disgusting perversions, and the often genderless reality seekers even more disquieting.

Becomers

Becomers usually feel comfortable switching between genders. A becomer tends to adopt whatever gender most suits his role of the moment.

Becomers so thoroughly adopt the multiplicity of personas they represent that it can cause incredible confusion in relationships. Take, for example, the tale of Bin the Legendary Lover.

Bin was a becomer who held many different identities and was extremely true to them all. The changeling was Fitron Trueheart, a male dwarf merchant devoted to his dwarf wife and staunchly adhering to their vows of monogamy. Fitron was away from home quite a bit for reasons of "business." Alternatively, Bin was Loopmottin "Stumbleduck" Nackle, a female gnome who occasionally worked at a brothel in Sharn. At other times, Bin visited Rainhaven to meet with her mate as a shifter named Carson.

Identity after identity unfolds, and tale after tale is told of this changeling hero and his many loves and escapades. Most show Bin on the edge of being discovered and tell of how he cleverly manages to conceal his identity. The longest version of the popular tale links Bin to more than fifty different long-term relationships and hundreds of other more casual liaisons.

Reality Seekers

Reality seekers prefer other reality seekers as their romantic companions or mates. For them, the most important aspects of a relationship with another changeling are truth, honesty, and trust. Their worldview includes the concept of sharing themselves with multiple partners and even group marriage. They are open with each other in issues of gender.

Roleplaying Application: Consider which gender is most comfortable for your character. How much of your time do you spend in that form? How comfortable is your character with changing gender?

What type of person is an ideal romantic partner for you? Are you actively seeking a life mate, or do you avoid romantic entanglements entirely?

CHILDREN

Changeling babies behave much as all other humanoid babies. When playing with an adult or older child, a baby mimics and imitates the gestures and expressions of the person interacting with it. Changeling babies also reflexively endeavor to duplicate the facial features of their playmates. For their first two years of life, when they are asleep, their features relax into the soft, bland features of a changeling in its natural form.

Passers

Passers endeavor not to have changeling children. A shapechanging child dramatically endangers a cover identity in an adopted society. Some do fall in love with other humanoids and take the risk that the child will be a changeling.

Changeling children born to passers are sometimes abandoned, given up for adoption, or, in rare instances, killed. Another possibility is that a mother may go to another community and try to swap her child for another infant of the appropriate humanoid subtype. The fate of a changeling left in place of a nonshapechanger baby is often a sad one.

When a passer keeps a changeling child, the infant is taught from birth to repress its shapechanging ability and adopt the race portrayed by the parent. These children are often isolated until they gain control over their shapechanging ability (usually about the age of two).

Becomers

Becomers exhibit the most varied array of childbearing and childrearing options among all changelings. A becomer's partner might be another changeling or some other humanoid. Some of these unions produce children. A pregnant becomer often feels restricted and ill at ease because she is unable to change gender and often responds to this restriction by changing form more often (while retaining her gender).

A child born to a becomer is welcomed, loved, and accepted by its parents whether or not it's a changeling. Nonchangeling offspring, though, are often treated by changeling parents as if they have some impairment or limitation. It feels odd to the adult that the child will never be able to experience a rich variety of lives and forms. These children are encouraged to overcome this perceived "disability" by pursuing endeavors that enable them to change form, such as becoming a druid or a transmuter.

Reality Seekers

These changelings desire their children to be changelings as well, able to understand the mysteries of the changeling form and perhaps achieve ultimate truth. Youngsters are encouraged to explore their shapechanging abilities and also their more relaxed, featureless forms.

These changelings prefer to raise children in an open community of reality seekers. Every adult takes an active role in raising children. The children are taught to value their natural changeling forms but also to practice adopting other guises to hone the shapechanging aspect of their heritage.

Roleplaying Application: The spectrum of potential experiences of changeling children is broad. Who were your parents? Were they passers, becomers, reality seekers, or an unusual mix? Did you grow up to follow their philosophy, rebel against it, or simply choose another path? How do they feel about your lifestyle?

LEISURE

"You can be poor and miserable or rich and miserable. Only a fool would think that there isn't a choice in that statement. The wealthy can afford to be comforted in their misery."

—Changeling adage

Almost all changelings would prefer to live a life of ease. They work just as hard as they need to in order to ensure fine comforts they crave. Changelings enjoy fine food, drink, clothing, equipment, and accommodations. Why make do with just the necessities when you can have luxury? When possible, changelings live in the finest style available, often gaining things on credit (their own or that of an assumed identity).

Pets: Changelings of all types tend to have pets that change their forms. Creatures such as frogs and caterpillars fascinate them.

Collections: Most changelings manifest their individual passions and proclivities in collections of items. Some like quantity; others go to great lengths to acquire specimens of the best quality. Almost every changeling has something that he prizes and for which he is willing to make sacrifices.

For example, Fel collects shoes and keeps a sizable collection on display, decorating his two-story home. He owns more than two hundred fifty pairs. While he prefers a male form most of the time, he will change his gender for the sole purpose of showing off some of the daintier and more feminine shoes in his collection to the best advantage.

Roleplaying Application: Pick something to collect. It could be a single feather from many different types of birds (leading you to seek out achaierai and rocs), jewelry (driving you to find long-lost heirlooms), or books (inspiring you to build a huge stronghold just to store your impressive library).

Experiential Indulgences: In addition to possessing the finest things, changelings enjoy supremely extravagant activities. Hot, herb-strewn baths, relaxing massages, stylish haircuts, manicures, pedicures, servants, and any other life-enhancing services are sought and enjoyed. Changeling adventurers would rather not camp "in the rough."

Roleplaying Application: Why camp in the woods if an inn is an option? Why eat trail rations if a restaurant is nearby? Indulge yourself as often as you can. Life is short; fill it with good things.

The "I'm You!" Game: Almost all changeling children have played the "I'm You!" game. It's such a universal, natural game for members of the race that it can be found even among isolated groups or communities of changelings.

A child uses his minor change shape ability to impersonate someone else. Usually, the game begins

A ready disguise proves useful to a changeling infiltrator

Illus. by T. Giorello & A. Waters

with impersonating a peer, such as going to a friend's home for dinner disguised as the friend and trying to fool the adults or other children not in on the deception. Knowing the other child well, the changeling finds it easy to play the part for short durations. Success tends to embolden the child into impersonating one of his parents. This often leads to stressful encounters and repercussions, even if the exact nature of the deception isn't found out.

Passers strenuously discourage children from playing this game. It puts the passer's life in jeopardy. Often, a child will be punished or even sent away for a time until he outgrows the urge.

Becomers and reality seekers both encourage their children's experimentation with assumed identities. A becomer parent views this type of game as a manifestation of growth toward adulthood. The becomer adult uses the skills the game teaches as part of his daily life. One might even say that an adult becomer plays a version of the "I'm You!" game every day of his life. A reality seeker parent regards a game such as this as part of a child's immature phase, rather like the activity of playing with dolls.

Roleplaying Application: When playing a becomer or a reality seeker, occasionally impersonate an ally or one of your ally's friends. This is usually done in a spirit of fun and generally without maliciousness and in circumstances that would not cause harm. Why not take advantage of an invitation to a party that your ally turned down? If you have a shy friend, why not break the ice by having a first date with a prospective romantic partner for the friend? Of course, it can be quite convenient to visit exclusive places to which your ally (or enemy) has a membership.

ARTS AND CRAFTS

Changelings enjoy the finer things of life, including art. They appreciate the aesthetics of many different styles but prefer media able to express nuances and change. Most of these forms of artistic expression are temporary and experiential.

Baked Goods: The changes that occur as ingredients come together to form intricate bakery products often intrigue changelings. Basic ingredients such as flour, yeast, sugar, eggs, and milk can be combined in many different ways to produce dishes that look and taste very different from one another.

Fabrics: Textiles that shimmer and shift color when the wearer moves are very popular among changelings.

Performance Art: As creators of art, changelings invest much of their artistic energy in dynamic performances. Improvisation is a trait of most changeling bards' singing, storytelling, and music making. They enjoy the challenge of adapting their skill to meet the needs of their audiences and fellow performers.

Sculpture: Solid, immutable materials, such as marble, rarely hold the interest of a changeling for long. Most interesting to a changeling is any material that changes form. Material such as ice provides an interesting medium whose changes an artist must consider. The master ice sculptor not only creates a figure that will be beautiful when it is placed on the banquet table but also one that transforms as it melts, creating new, interesting, and pleasing shapes.

Visual Arts: Changelings prefer visual arts that change when looked at in different lights or under different conditions. A portrait that appears to be smiling when viewed from one angle and frowning from another vantage point would be a success among changelings. Optical illusion images, such as a picture that appears to be a vase when considered in one way or two faces when considered in another, provide amusement.

Roleplaying Application: A changeling's reaction to arts and crafts is often to contemplate what it was originally or what it will be tomorrow. You hold values that differ from those of other races. For instance, a dwarf might speak of a building with grand architecture that will last a millennium; you would wonder how bored people would get seeing the same thing day after day.

TECHNOLOGY AND MAGIC

Changelings respect and admire the power of technology and magic to create change.

Passers

Whatever can help a passer carry on his ruse is a good thing. Those aspects of technology or magic that strip away illusion or falsehood are avoided.

Becomers

Some becomers use magic as a means of sharing their philosophies and vision with other races. How better to show your human barbarian friend the joy of being a changeling than to foster her appreciation for a changeable form with an *enlarge person* spell?

Reality Seekers

Many reality seekers believe that the Perfect Form is one achieved purely through one's own skills and abilities without the aid of technological or magical crutches. They are useful aids while one is on the path to ultimate enlightenment, however.

Roleplaying Application: You like magic items that produce change in some way. These could be items that have a variable effect, such as a *rod of wonder*;

that alter their substance, such as a *figurine of wondrous power*; or that change the appearance of something else, such as *dust of illusion*.

WAR

Members of the changeling race are scattered in every country. They have no one unifying cause or identity. Changelings consider their world-shaping philosophy much more important than any allegiance to temporal powers.

Passers

A passer fervently follows whatever patriotic spiel is the dominant one for his adopted identity. Passers often feel as though they have to prove themselves and earn their fabricated places in society. They tend to get caught up in the rhetoric of war and eagerly adopt the "us versus them" mentality. They happily follow where the generals lead for whatever cause is the popular one. They participate as patriots in war with zeal bordering on fanaticism.

War is extremely dangerous for a passer. He faces peril from both the enemy and his own allies. If a changeling with an assumed identity is found in the ranks, he will almost certainly be killed as a spy, no matter how innocent or loyal a citizen he is.

Becomers

War for a becomer is an individual decision based on personal experiences and desire. In general, the regimen and discipline of standard military service hold little appeal for the change-loving becomer. A becomer may well choose to serve queen and country, but most frequently does so as a spy or information gatherer.

Reality Seekers

By the nature of their philosophy, reality seekers oppose war. War's violence and destruction deviate from the quest for reality and perfection. While truth might be found through the conflict of challenged beliefs, it is not found in violence and warfare.

At best, war is a distraction from one's pursuit of truth and should be avoided. At worst, it's a senseless, idiotic slaughter of other changelings. Killing other changelings is depriving them of the ability to find truth. That is perhaps the only "sin" for a reality seeker. Because most changelings who participate in war are disguised, it's impossible to be sure you're only killing nonchangelings.

All reality seekers opt out of war. If conscripted, the changeling leaves and adopts a disguise to facilitate his freedom.

CHANGELING SOCIETY AND CULTURE

Changelings live within other races' societies and cultures. Both passers and becomers fit themselves into the established norms of the community. Recently, reality seekers have sought to form purely changeling communities with their own societies and cultures. Some feel they are establishing an ideal environment, others that they are discovering suppressed truths. Either way, the reality seekers are the only subgroup of changelings to create distinctive communities.

Reality Seekers

The concept of a purely changeling community had been considered and contemplated for many, many years. Many changelings viewed it as a grand idea and talked about it, but no one set about making this wildly idealistic theoretical endeavor a reality—until the Last War ended.

Now, much of the societal order of Khorvaire is being reexamined in practical ways. For example, the Treaty of Thronehold recognized warforged as free and living beings. Some warforged set up camps and small communities and started to establish a common culture—actually doing what the changeling race had long talked about!

Spontaneously around the continent, small numbers of changelings have begun to form changeling communities. Most of these hold to the reality seeker philosophy and want to explore what it means to be a changeling. These groups are usually small, numbering from four to fifty changelings, and function independently of each other.

CHANGELING SOCIETAL ROLES

Changelings lack any true culture or society of their own and hence do not have clear roles and duties in a community. Most live as aliens among other races. The changeling communities referred to above are too newly formed for clear roles and responsibilities to have emerged.

RELIGION

Religion, like much else about changelings, is a highly individualized matter, strongly influenced by the three changeling philosophies. Most changelings honor the Traveler, one of the Dark Six.

Passers

A passer openly worships whatever is the most suitable deity for her chosen disguise. In times of stress or if their cover identities are threatened, most passers

will offer silent prayers to the Traveler, the master of deception.

Becomers

Becomers admire the duplicity of the Traveler. A god who is said to roam the land in a thousand disguises is the ideal god for a becomer. Some changelings who follow the becomer philosophy indulge in the worship of Kol Korran or Olladra because of their emphasis on wealth or good fortune.

Reality Seekers

A reality seeker tends to be more devoted to the ideal of Truth or of the Perfect Form than to a specific pantheon or deity. Most reality seeker clerics choose to serve their philosophy rather than an established religion. The few who follow a religion tend to choose the Traveler, though some worship Aureon.

CHANGELING HOLIDAYS

The Feast of the Traveler is celebrated by changelings and nonchangelings alike. It is a day to honor the most mysterious member of the Dark Six. The focus of the event is offering kindness to strangers, for the Traveler can walk the land in any one of a thousand guises. This is the day to celebrate and share.

In most communities, this holiday becomes a grand street festival with everyone bringing food and drink to be distributed and enjoyed. No business is conducted and nothing is given with expectation of gain. This is a day when people relax and give gifts. The recipient of a present receives it, laughingly quoting the proverb "Beware the gifts of the Traveler," and raises a glass to toast the Dark Six.

Passers

A passer faithfully observes all the holidays that are celebrated by those belonging to the race of his adopted identity.

Becomers

Becomers celebrate all sorts of holidays. They often think nothing of disguising themselves and joining other people's parties and festivities. They have little in the way of unique changeling holidays, but in any given week, they have usually been part of some festival or organized merriment.

Reality Seekers

The experimental communities recently formed by reality seekers usually commemorate the date of their founding. The individuals are also important to the larger group, and as such every person has at least one special day of celebration. This date is variable. For some, it is the day they mastered some aspect of their minds or bodies (generally when one acquires a new feat tailored to changelings). For others not raised with the philosophy, it is the day they decided to become reality seekers.

HISTORY AND FOLKLORE

Long ago, a changeling legend says, the Traveler decided to create a new race. Why he did, no one knows, and even powerful divination magic produces ambiguous answers to the question. Was it a passing whim? A retaliation for some conflict among the Dark Six? The first move in an ingenious, far-reaching plan?

What is known is that the Traveler channeled his will and desires through doppelgangers, granting them additional powers for a time while he sent them out to create his new progeny by interbreeding with humans and other humanoids. The offspring became the first changelings.

In addition to this origination story, changelings have a wide variety of inventive, unverifiable tales and heroes. Some make wild claims, such as that King Galifar I was a changeling, a story researched and refuted by sages but persistent as a changeling urban legend.

In truth, most of the changelings who have contributed most dramatically or profoundly to the events of history did so in the guise of other humanoids, and only a few notable personalities, such as Bin the Legendary Lover, feature openly as changelings in historic folk tales.

A fair number of legends and tales about changelings have surfaced in the folklore and superstitions of other humanoid races.

Passers

Some parents tease their children by declaring that they are not their offspring, but instead are changelings who were substituted for their own flesh and blood. Occasionally, an irked parent threatens to trade a misbehaving child to the changelings. These tales contain some grains of truth.

Becomers

When tales of changelings are told, they are usually about Becomers. A large number of stories are urban legends focusing on changelings. They all feature a member of the race in disguise, duping someone who later finds out that what happened couldn't have been true. Most are couched in very dubious frameworks, such as "the cousin of a friend of my sister knows a man who swears that . . ." Perhaps the most popular tale after Bin the Legendary Lover is that of Madam Mas and the Bard.

Madam Mas was a wealthy female half-elf who lived in Sharn, the City of Towers. Society accepted her as a member of the newly rich who ran some local businesses and had made her fortune through striking a deal with some of the pirates in Shargon's Teeth, thus allowing her merchant ships to sail through unmolested. (The tale doesn't say what the pirates received in return.)

To celebrate the ships' safe return to port in Stormreach, Madam Mas threw a party to which more than one hundred people were invited. She introduced her guests to her new fiancé. Throughout the party, she also made introductions for his very large, extended family of four siblings, two parents, three grandparents, five aunts, and two uncles. As the evening drew to a close, Madam Mas told of the little joke she had pulled on her guests. Her "fiancé" was really a changeling bard hired to provide amusement for the occasion. He had played that part well, everyone agreed. The party was stunned into silence as he demonstrated how there wasn't any "extended family" in attendance. He had played every role!

Another story tells of a woman who returned home from running errands and had a nice, peaceful conversation with her usually quarrelsome mother. As the story goes on to point out, the mother could not have had the chat with her daughter—because she was lying dead in the next room. Some who hear the story assert that the mysterious figure was a ghost; others insist it was a changeling.

Reality Seekers

One of the few bits of humanoid folklore that speak of reality seekers relates the story of a small, remote town that was suffering from an outbreak of a debilitating disease. The healer was among the first to succumb and she lay delirious, unable to help her friends and neighbors who were soon weakened by the illness.

Just when nearly everyone had been stricken with the illness, a strange-looking creature walked into town—a changeling in its featureless form. It looked strange and spoke not at all. If the townsfolk were well, they might have attacked it to drive it off.

The creature looked around, then went into the healer's home and touched her on the shoulder.

A changeling tries on a new look

Illus. by E. Deschamps

Immediately, the disease left her and her mind cleared. She tried to thank the stranger, but the changeling simply left. The healer was able to nurse the rest of the small community back to health. The featureless creature was never seen again. An antichangeling version of the story alleges that the changeling caused the sickness in the first place, merely so it could cure it.

The most knowledgeable bards may know that the changeling was actually a reality seeker paladin who found the town dying and used its *remove disease* ability to cure the healer, who was then able to help large numbers of other people.

CHANGELINGS AND OTHER RACES

As a race, changelings have no bonds with members of other races, who are viewed with suspicion and distrust. That said, certain groups of halflings and changelings have recently displayed attitudes of cooperation with, or at least tolerance for, members of the other group (see below).

Changelings often view each other with the same prejudice they feel for other races. Most live as a minority among other races and go about in disguise. Those who choose to reveal themselves as changelings are rare and have only recently been forming their own all-changeling communities removed from other settlements.

Halflings: Halflings are truly the most accepting and tolerant of races. The halfling values of independence and individuality make them good potential allies for changelings. They tend to see changelings as curiosities and challenges. In urban settings, they often share interests and partnerships in illegal or underworld activities. The reality seeker changelings who have recently founded their own communities have often chosen to erect their settlements in halfling-controlled areas because they expect little if any objection or resistance from the halflings.

SAMPLE COMMUNITY: FREEFORM

A reality reeker group led by Qua, a changeling bard, gained a grant of land from the halflings in the southwest section of the Talenta Plains. There they seek to form a utopian commune where they can explore what it means to be a changeling. Most changelings here appear in their natural form: thin, angular, and genderless. In this form, some opt not to wear clothing unless needed because of the weather or their daily work.

On the surface, Freeform looks much like any other small town. Outsiders visiting it soon notice significant differences, however. There aren't any businesses per se; individuals and small groups make items and perform services to benefit the community as a whole. Thus, a blacksmith/metalworker/tinker shoes horses and mules, crafts plow parts, and bangs out dented pots, but the changeling doesn't buy and sell these things; he just works.

There's no inn or tavern. The thorp consists of a ring of houses and work areas around a common green. One large building serves as the town hall and evening social spot. Another public building features a small shrine to the Traveler and serves as a way station, a well-stocked, comfortable space for visitors and travelers to find rest and food. No payment is demanded, but each beneficiary is expected to make some contribution to the community, perhaps labor, perhaps gold; the individual must decide what it is.

Any changeling visitor wishing to become a resident must ask the community as a whole to be admitted. The government is a true democracy, with each changeling who has reached adulthood able to speak and vote. Even so, the community generally goes along with the ideas of its founder, Qua.

Qua endeavors to foster interdependence of the community and also independence of thought. Tel, a cleric of the Traveler, wants to have religious service as a required part of the community. Qua has successfully opposed this effort thus far, but recently the population of the thorp has grown from twenty to thirty adults. Many of the new residents worship the Traveler and have been looking toward Tel as their spiritual guide.

The halflings in the area find the community strange, but amusing.

Freeform (Thorp): Nonstandard; AL LN; 40 gp limit; 60 gp on hand; Population 30 adults; Isolated (changelings 100%).

Authority Figures: Qua (changeling bard 5), Tel (changeling cleric of the Traveler 4), Rig (changeling rogue 3).

Important Characters: Most notably, the members of the adult population of this created community are all skilled and have one or two class levels.

CREATING CHANGELING CHARACTERS

Passers are mostly NPCs who wish nothing more than to live their lives in their adopted identities.

The most player-character-friendly of the changeling philosophies is that of the Becomer.

When playing a Becomer, you may want to have multiple miniatures and cover identities ready to adopt as situations warrant.

SPECIAL CHANGELING OPTIONS

As a changeling, your character qualifies for some racial feats and changeling-oriented prestige classes unavailable to PCs of other races. The feats and prestige classes listed below are described in Chapters 6 and 7, respectively.

Feats: Disturbing Visage, Mutable Body, Persona Immersion, Quick Change, Racial Emulation.

Prestige Classes: cabinet trickster, recaster.

CHANGELINGS AS CHARACTERS

Most changelings prefer classes that allow them to use their powers of deception.

Bard: The life of a bard appeals to both passers and becomers. A passer might become a bard because it provides skill to maintain the cover the changeling has created. Becomers enjoy the opportunity to perform formally and informally while playing many different roles. A bard's life offers nearly endless variety and diverse opportunities. The soft persuasive powers appeal to changelings who like to influence people and manipulate thoughts.

Cleric: Changeling clerics prove interesting and complex characters. Passers tend to devoutly worship gods or philosophies favored by their adopted communities. Becomers frequently worship the Traveler. Some reality seekers give homage to the Traveler, but many follow their own path toward perfection and truth. The latter choose any two cleric domains but frequently select Transformation or Truth (see page 180) and rarely choose Artifice, Shadow, or Trickery. (The Artifice and Shadow domains are described in the *Eberron Campaign Setting*.)

Fighter: Few changelings become fighters. Some passers study the warrior arts in their pure form.

Psionic Classes: If you use the *Expanded Psionics Handbook* in your game, the changeling's racial skill bonuses mesh well with the class skill lists of the seer, shaper, and telepath disciplines of the psion class. Thematically, the changeling also takes well to the egoist discipline of the psion class, which consists of powers that alter the psion's psychobiology (or that of creatures near him).

For alternative options for the changeling egoist, see the changeling racial substitution levels, page 121.

Rogue: Changelings of every philosophy find a rogue's skill set useful; it's not at all surprising that rogue is a changeling's favored class. Rogues can be skill-sampling jacks of all trades, or specialize into many different archetypes. The deceptive rogue emphasizes skills such as Bluff and Disguise and takes feats such as Improved Feint and Improved Trip. The information seeker maximizes ranks in Diplomacy, Gather Information, Knowledge (local), Listen, and Sense Motive and often selects Alertness, Investigate (see the *Eberron Campaign Setting*), or Investigator as feats. Those more interested in being thieves or support for dungeon-based adventuring parties choose to concentrate on Disable Device, Hide, Move Silently, Open Lock, Search, Sleight of Hand, and Spot.

For alternative options for the changeling rogue, see the changeling racial substitution levels, page 122.

Sorcerer: Sorcerers emphasize a tie to draconic blood. Changelings generally focus on their doppelganger heritage, so few become sorcerers.

Wizard: Changelings like magic and its ability to manipulate or reveal. Most choose to specialize in divination, illusion, or transmutation magic.

For alternative options for the changeling wizard, see the changeling racial substitution levels, page 123.

SAMPLE NPCS

Changelings are more common when integrated into other humanoids' communities. Here is an assortment of changelings in a variety of locations.

ROYAL EYE OF AUNDAIR

The Spy Master of the Royal Eyes of Aundair employs several changelings as agents. She often assigns specific personas to her changeling spies. Frequently, even when working as a team, they don't know the real identities of their allies.

Royal Eye of Aundair: Female or male changeling rogue 3; CR 3; Medium humanoid (shapechanger); HD 3d6; hp 11; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +2; Grp +3; Atk or Full Atk +4 melee (1d6+1/19–20, short sword) or +4 ranged (1d6/×3, shortbow); SA sneak attack +2d6; SQ changeling traits, evasion, minor lore, racial substitution levels, social intuition; AL N; SV Fort +1, Ref +5, Will +0; Str 13, Dex 15, Con 10, Int 14, Wis 8, Cha 12.

Skills and Feats: Balance +8, Bluff +7, Diplomacy +7, Disguise +5 (+7 acting in character), Escape Artist +8, Forgery +5, Gather Information +8, Intimidate +7, Jump +3, Knowledge (local) +8, Listen +5, Sense Motive +6, Spot +5, Tumble +8, Use Rope +2 (+4 involving bindings); Improved Initiative, Weapon Finesse.

Changeling Traits (Ex/Su): +2 bonus on saves against magic sleep and charm effects; minor change shape.

Evasion (Ex): If a Royal Eye of Aundair is exposed to any effect that normally allows her to attempt a Reflex

saving throw for half damage, she takes no damage with a successful saving throw.

Minor Lore (Ex): A Royal Eye of Aundair gains a +1 bonus on all Knowledge checks.

Racial Substitution Levels: Changeling rogue 1st, changeling rogue 3rd.

Social Intuition (Ex): A Royal Eye of Aundair possesses an uncanny awareness of the tone of any social situation in which she finds herself. See the changeling rogue substitution level class feature in Chapter 6: Character Options.

Possessions: +1 studded leather armor, masterwork buckler, short sword, shortbow with 20 arrows, *vestment of many styles**, *oil of magic weapon*, 2 *potions of cure light wounds*, *potion of invisibility*, 2 *potions of shield of faith* +2, 34 gp.

*New magic item described on page 175.

DUSK STEELGLEAM, OWNER OF THE CHAMPION INQUISITIVE AGENCY

Ot is a very enterprising changeling who uses many disguises to pursue her chosen career of a professional inquisitive. For more information about a typical day for Ot, see A Day in the Life, page 42. (The master inquisitive prestige class appears in the *Eberron Campaign Setting*.)

Dusk Steelgleam (Ot), Owner of the Champion Inquisitive Agency: Female changeling rogue 3/master inquisitive 3; CR 6; Medium humanoid (shapechanger); HD 3d6 plus 3d8; hp 29; Init +1; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +4; Grp +3; Atk or Full Atk +3 melee (1d4-1/19–20, dagger) or +5 ranged (1d4/19–20, hand crossbow); SA sneak attack +2d6; SQ changeling traits, contact, *discern lies*, evasion, trapfinding, trap sense +1, *zone of truth*; AL NG; SV Fort +2, Ref +7, Will +3; Str 8, Dex 13, Con 10, Int 16, Wis 12, Cha 14.

Skills and Feats: Bluff +12, Decipher Script +9, Diplomacy +15, Disable Device +12, Disguise +8 (+10 acting in character), Gather Information +11, Intimidate +6, Knowledge (local) +10, Listen +10, Open Lock +7, Search +12, Sense Motive +10, Spot +10, Survival +1 (+3 following tracks); Investigate*, Quick Change, Racial Emulation, Track.

*Described in Chapter 3 of the *Eberron Campaign Setting*.

Changeling Traits (Ex/Su): +2 bonus on saves against magic sleep and charm effects; minor change shape.

Contact: Ot, in her guise as the female elf Melissandra, knows a halfling named Merla (male expert 3) who works for the city's underworld as a fence.

Discern Lies (Sp): Ot can use *discern lies* once per day as a spell-like ability, duplicating the effect of the *discern lies* spell.

Evasion (Ex): If Ot is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Trapfinding: Ot can find, disarm, or bypass traps with a DC of 20 or higher. She can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If her Disable Device result exceeds the trap's DC by 10 or more, she discovers how to bypass the trap without triggering or disarming it.

Zone of Truth (Sp): Ot can use *zone of truth* once per day as a spell-like ability, duplicating the effect of the *zone of truth* spell.

Possessions: +1 mithral shirt, *+1 ring of protection*, dagger, hand crossbow with 20 bolts, *cloak of resistance +1*, *potion of enlarge person*, *potion of reduce person*, 15 gp.

SAMPLE ENCOUNTERS

The following encounters use the statistics blocks presented above and represent some typical encounters that low- and mid-level adventurers might have with changelings.

The Winks (EL 5): This pair of Royal Eyes of Aundair regularly works together and, unlike many of their fellow spies, knows each other's identity. They are good friends who have pledged their lives to each other. The only thing in the multiverse more important to each than the other is their service to the country of Aundair, for which they would happily give their lives. The two changelings are both becomers who change their form depending upon the needs of their assigned task. Their expertise lies in seeking out information important to the Spy Master and reporting back to her.

Dusk Steelgleam (EL 6): Ot, as an enterprising inquisitive changeling, is always on the lookout for new clients and new resources. The player characters may well be either or both. Ot is likely to interact with the PCs in at least two different guises.

Dusk Steelgleam and Company (EL 8): When Dusk needs something investigated or retrieved, he often calls upon the services of a band of five 3rd-level rogues (use the statistics for the Royal Eye of Aundair on page 53).

Illus. by D. Gregory

The kalashtar are the children of two worlds, born of a spiritual symbiosis between humanity and renegade spirits from Dal Quor, the Region of Dreams. The touch of the quori subtly altered the physiology of the human host, and thus the kalashtar are a unique species, distinct from both human and quori ancestry. The most distinctive element of a kalashtar is his soul. The spirits of the original quori rebels touch the souls of their descendants, and this provides a kalashtar with an excess of psychic energy and a natural gift for psionic powers.

The Inspired are determined to exterminate the kalashtar. As a result of their unusual origins and this ongoing vendetta, the kalashtar are few in number. Most kalashtar live in monastic communities in the distant land of Adar. Small kalashtar communities can be found in many of the major cities of Khorvaire, however, particularly Sharn. This chapter expands on the kalashtar description presented in the *Eberron Campaign Setting*, examining the psychology and culture of this secretive race.

KALASHTAR RACIAL TRAITS

- Medium: As Medium creatures, kalashtar have no special bonuses or penalties due to their size.
- Kalashtar base land speed is 30 feet.
- +2 racial bonus on saving throws against mind-affecting spells and abilities, including possession: The kalashtar's dual spirits help them resist spells that target their minds.
- +2 racial bonus on Bluff, Diplomacy, and Intimidate checks: Kalashtar are masters of social interaction, influencing others through their commanding presence and subtle psychic powers.
- +2 racial bonus on Disguise checks made to impersonate a human: Kalashtar have a close physical resemblance to humans.
- Kalashtar sleep but they do not dream. As such, they have immunity to the *dream* and *nightmare* spells, as well as any other effect that relies on the target's ability to dream.
- Naturally Psionic: Kalashtar gain 1 extra power point per character level, regardless of whether they choose a psionic class.
- Psi-Like Abilities: *Mindlink* (1/day). This ability is like the psionic power manifested by a

wilder of 1/2 the kalashtar's Hit Dice (minimum 1st level).

If you are not using the *Expanded Psionics Handbook* in your game, use this description of the *mindlink* power:

You forge a telepathic bond with another creature within 30 feet, which must have an Intelligence score of 3 or higher. The bond can be established only with a willing subject, who therefore receives no saving throw and gains no benefit from spell resistance. You can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another), but lasts for only 1 round per character level. This is a mind-affecting ability.

- Automatic Languages: Common and Quor. Bonus Languages: Draconic and Riedran.
- Favored Class: Psion. A multiclass kalashtar's psion class does not count when determining whether he takes an experience point penalty for multiclassing.

A DAY IN THE LIFE

Lanharath does not dream. Sleep is a time of darkness. Often when he wakes he finds that he can remember battles with quori nightmares amid the shifting mists of Dal Quor and centuries spent in the hidden monasteries of Adar. But Lanharath has never been to Adar: These are the memories of Harath, the tsucora spirit that shares his soul. While fascinating, the visions of Dal Quor are disturbing; the quori perceive the world very differently from humans and kalashtar, and the alien visions are strange and disorienting.

Upon rising, Lanharath performs the first dance of the path of shadows. The flowing motion helps focus his thoughts and calm his mind, and the memories of Dal Quor return to the safety of his subconscious mind. After completing the dance, he joins his brother for the morning meal. Sorashana has just arrived, and Malharath has prepared taslek broth for each of them. A human would find the meal to be watery and bland, but Lanharath savors the subtle flavor, contemplating every nuance.

As they eat, Sorashana gives her report. Three days ago, Havakhad the seer sensed a convergence of shadows in the district of Fallen. Five of the Shana kalashtar had been dispatched to observe events in Fallen. For the last few days they had lived in the shadows of Fallen, blending in with the beggars. It hurt Sorashana to see such misery and not try to help those in need, but she and her sisters could not risk revealing their presence.

Last night, they had confirmed the presence of a quori spirit in the district, possessing a street preacher, using her unnatural charisma to gather followers and fuel their rage against the upper classes. Left alone, the quori would soon spark a riot that could spread throughout the lower levels of Sharn. The Shana kalashtar of Sharn are talented spies, but they are not equipped to deal with a raging quori: That task falls to Lanharath and his brother. Lanharath thanks Sorashana for her work. They touch palms and share a moment of peaceful thought. Then it is time for the brothers to prepare for the task that lies ahead.

The two kalashtar dress in ragged clothing. Lanharath rubs dirt on his pale skin and hides his fine kalashtar features beneath a mildewed cowl. He carries no weapon, and to all appearances he is just another piece of the refuse that inhabits the city.

Malharath and Lanharath say little as they travel down the towers. Each knows what the other is thinking; they share many of the same memories and experiences, and while they are individuals, they are twins in a way humans could never be. Arriving in Fallen, they proceed to the shattered church where the quori is said to be. A sermon is in progress, and as the kalashtar enter the church they know that Sorashana was correct. They can feel the power of the quori's rage, a subliminal force that influences his ragged flock far more than the preacher's angry words.

KALASHTAR IN D&D

Despite their connection to the world of dreams, the kalashtar need not be tied to the Eberron setting. In another campaign world, that connection simply might not exist. The humanlike appearance and mental powers of the kalasthar might be the result of a long-ago offshoot of humanity, the product of careful magical or scientific experimentation, or the result of some other reason of the DM's own invention. The kalashtar are at their best in a world that uses the rules from the *Expanded Psionics Handbook,* but even without psionics, the race offers considerable potential for intrigue and adventure. What's more, with the kalasthar come the Inspired, and the insidious evil of the Inspired should have a plance in any D&D world.

When you consider using the kalashtar in a setting other than Eberron, the first question that must be addressed is whether or not the Inspired have also come into the world. The Inspired, gifted with physical beauty, psionic might, and an ancient, unknowable evil, make intriguing villains at almost any level. The scheming and corruption that they bring with them are boons to almost any D&D campaign, but in some worlds, the story of the kalashtar might be better explored without the subtle menace of the Inspired.

At the entrance the brothers separate, slipping into the shadows on either side of the church and drifting toward the altar. Once he has a clear line of sight to the possessed preacher, Lanharath steps behind a pillar and concentrates. A disk of crimson steel shimmers into existence in his right hand, three long crescent blades joined in a deadly triangle. He concentrates a moment longer, recalling Harath's last battle on Dal Quor and letting his ancestor's righteous fury flow into his blade. *Ready*, he thinks, and the thought leaps across the filthy chamber and into his brother's mind.

As one, the kalashtar warriors step out of the shadows. Calling on the light that lies within, Lanharath moves with impossible speed. His disk of blades spins through the air, catching the quori unaware and tearing into the preacher's back. In an instant the disk is back in his hand and he throws again. The possessed preacher has terrible power, but she never gets a chance to act; even as the psychic steel strikes her body, Harath's anger assaults her mind, driving the possessing spirit back to the realm of nightmares. It is over within seconds.

The crowd is thunderstruck, and for a moment it appears that the mob will attack. Then a clear voice rings across the hall—Talarasha, another kalashtar, who followed the brothers from the upper levels. Speaking calmly, she spreads an empathic net across the crowd, drawing out the psychic venom spread by the fallen quori.

Once the crowd has dispersed, the trio collects the body of the fallen preacher and returns to Overlook. Talarasha's psionic powers help conceal the corpse from prying eyes. That night, they burn the body. Around the pyre, six dancers perform the form of forgiveness. The dancers do not mourn the quori; his spirit has simply returned to Dal Quor, and it may soon come back to fight them again. But they forgive his human vessel, the preacher who allowed the fiend to use her in this way. Through the dance, they seek to guide her soul toward the light, praying that she will be reborn with greater wisdom.

His duties done, Lanharath returns to his chamber. He meditates for an hour and then stretches out on his hard pallet, returning to the dreamless void of sleep.

KALASHTAR PSYCHOLOGY

The kalashtar bond with the quori is a difficult thing for an outsider to understand. A kalashtar cannot consciously interact with her quori spirit; it is an inherent part of her, not a separate sentience within her mind. She has hazy memories of places she has never seen and battles she never fought. At an age when most human children are stealing sweets, she was already concerned about ethics and morality. The personality and memories of her quori ancestor have influenced her since her birth, and it would be difficult for her to say where the quori ends and her human nature begins.

A kalashtar character faces many challenges. She must fight the Inspired in the material world while fighting a mental battle to maintain the balance between her souls. Understanding this struggle—and the impact of the quori lineage—is key to understanding the kalashtar.

THE SECRET WAR

The Dreaming Dark will not rest until the kalashtar have been destroyed, and its agents are masters of deception and intrigue. The Inspired cannot launch a full-scale assault on the kalashtar enclave in Sharn, but they can stir up the paranoia and bigotry of the nonkalashtar inhabitants. They can encourage local criminals to prey on the community, and they can assassinate any kalashtar who leaves the shelter of the enclave. A kalashtar must be eternally vigilant—any stranger could turn out to be a deadly enemy, and apparent friends all too often turn out to be enemies as well.

While the Inspired hunt down the kalashtar, the kalashtar continue to fight against the darkness. There are two schools of thought. The smaller camp, known as the shadow watchers, battles the physical manifestations of evil, from the Inspired to the Lords of Dust. The majority of the kalashtar devote their energies to spiritual warfare.

These kalashtar, called lightbringers, believe that the only way to truly destroy the Dreaming Dark is through spiritual change, that through their religious rituals they are slowly turning the wheel of the age, banishing the dark and bringing in the light. Thus, most kalashtar appear to be peaceful mystics, but in their minds, they are soldiers in the midst of a war.

It is important also to understand the secrecy associated with this conflict; some may wonder why the kalashtar aren't raising a hue and cry across the world. Partially, this is because the kalashtar need to maintain a low profile to avoid the hostile attention of the Dreaming Dark. A certain level of arrogance is associated with this as well. This is the continuation of a battle between quori, a war that has been going on for thousands of years. The majority of kalashtar believe that it is their war to fight—that the common races are not capable of understanding the Dark, let alone defeating it.

Roleplaying Application: You are fighting a war, and your life is in constant danger. Never lower your guard around strangers, and be prepared for an attack to come from any quarter. Never indulge in any vice that leaves you unable to defend yourself. The Path

of Light does not require chastity or sobriety, but kalashtar never indulge in vices that would leave them open to attack, often leading to the appearance of intense asceticism.

THE PATH OF LIGHT

Most kalashtar are devoted to the Path of Light. Dedication to the Path is what drew the rebel quori from the Region of Dreams to begin with, and this belief is inherited directly from the quori spirit. Kalashtar are free-willed individuals, though, and there are always those who turn their back on the light.

Roleplaying Application: If you have chosen to fight in the war, you must determine your path. The shadow walker fights physical manifestations of evil and is ideally suited to the life of the roving adventurer; the lightbringers tend to religious devotions and the spiritual needs of the community. Once you assume the mantle of lightbringer or shadow watcher, you have become a soldier of il-Yannah; it is your duty to combat the darkness as best you can and to protect those in need. Be courageous and vigilant: Though no one will ever appreciate your sacrifice, you are fighting for the fate of the world itself. With this in mind, a touch of the condescending martyr is certainly an appropriate personality trait. Since you have become an adventurer, however, it is likely that you believe that other races can help in the coming conflict.

A greedy or evil kalashtar has turned his back on the Path of Light and is denying his spiritual heritage. This increases the conflict within the kalashtar's soul; an evil kalashtar is likely to be tense and high-strung and might fall prey to madness.

INNER BALANCE

The mind of a kalashtar is a synthesis of human soul and quori spirit. The quori spirit empowers its host, granting mental power and long life. The quori is not an independent presence; it is an integrated part of the kalashtar's personality. At the same time, the quori soul has memories that are completely alien to a human. The visions of its former life in Dal Quor might range from a battle against a tsucora horde on the Field of Forgotten Anger to the smell of a color or the taste of a sound. In Dal Quor, the impossible is not only possible—it's commonplace. A kalashtar must maintain the delicate balance between her two inner forces or risk going mad.

This is exacerbated by the fact that kalashtar do not dream; the exodus that brought the kalashtar from Dal Quor required the spirits and their hosts to sever all ties to the Region of Dreams

Illus. by C. Wen

Two kalashtar wield their mind blades in battle against an evil cleric

completely. Humans settle many subconscious issues through dreaming, but kalashtar must use focused meditation to accomplish the same task.

Roleplaying Application: Remember that the memories of an ancient alien spirit are lurking in the back of your mind. You may occasionally reminisce about events that never happened to you, suggest impossible activities ("Perhaps if we seed the clouds with gold . . ."), or compare things in the real world to your impossible memories of Dal Quor. A side effect of this is that most kalashtar seem unnaturally calm. Between the mental discipline required to integrate your two personalities and the many wonders that lie in your memories of Dal Quor, little can shock or surprise you.

Unbalanced kalashtar tend to be manic and highly emotional; if you want, you can play this up when you are under stress. Some kalashtar enjoy the energy that comes from this manic state and embrace this dissonance; such individuals often end up as bards or wilders. If you wish to play an unbalanced kalashtar, be wild and exuberant; throw caution to the wind and enjoy every moment of life.

SPIRITUAL LINEAGE

Sixty-seven rebel quori survived the exodus from Dal Quor, and every kalashtar has a bond to one of these spirits. The suffix attached to a kalashtar's name is the name of the quori ancestor: Lanharath is Lan of the lineage of Harath. Quori spirits do have gender, and a newborn kalashtar inherits the bond to the spirit of the parent with the matching gender. Kalashtar can interbreed with humans and half-elves; if the gender of the child matches the kalashtar parent, it inherits the bond and is born a kalashtar. Otherwise it matches the race of the mundane parent. Kalashtar racial traits, including their distinctive appearance, stem from the touch of the quori on body and soul. There is no such thing as a "half-kalashtar."

The quori founders no longer exist as true individuals; instead they live within the communal subconscious of all of their physical descendants. Members of the lineage cannot actively use this mental bond, but they share the same dreamlike memories and typically have the same opinions and moral values. Two Vakri kalashtar will find that they can anticipate one another's actions, that they finish each other's sentences, and that they naturally gravitate toward the same sides of an argument. Kalashtar with the same lineage are not mental clones, however. Each individual's life experiences and human soul shape his or her character and personality, and alignment and behavior vary from character to character.

Roleplaying Application: You have a strong emotional bond to any kalashtar who shares the same ancestor. Treat such people as beloved brothers and sisters, even if you've never met before. Offer your help and hospitality. Under normal circumstances, you should expect the same treatment in return. If you end up fighting a kalashtar of the same lineage, do everything possible to take your opponent alive and find a way to redeem him.

KALASHTAR LIFE

Mental discipline holds madness at bay within each kalashtar, and the kalashtar culture reflects this constant struggle. Outsiders usually find the calm that pervades kalashtar communities surprising. Beyond this inner struggle, the kalashtar wage an endless war against the Dreaming Dark. Daily activities prepare the kalashtar for the threat of violence, but the majority of kalashtar believe that the war cannot be won with force of arms. To succeed, they must bring more light and beauty into the world.

LEISURE

Every kalashtar action serves a purpose, and leisure holds no place in their austere world. If an activity is pleasant for the participants, that's a bonus. A kalashtar never relaxes for the sake of relaxing: Even song and dance become weapons in the battle against the darkness.

Good Neighbors: Kalashtar who live in mixed communities believe that it is their duty to study the people around them. This serves two purposes. The practical goal of the exercise is to keep an eye out for any signs of manipulation or infiltration by the Dreaming Dark: The better they know their neighbors, the more quickly they will spot unusual behavior. From a spiritual standpoint, the kalashtar seek to spread light and compassion throughout the community—and the only way to do this is to know the inhabitants and to understand their lives.

Few people realize how hard the kalashtar work on behalf of their communities. This is intentional. Concealment is the kalashtar's primary defense against the Inspired, and they do not want credit or glory for their acts of charity. While working among outsiders, a kalashtar may conceal his features or use a disguise or psionic powers to adopt a false identity.

Meditation and Prayer: A typical kalashtar spends most of his free time in silent meditation, walking the Path of Light within his mind. This helps maintain inner balance, and the kalashtar believe that these efforts help slowly turn the wheel of the age, moving one step closer to the end of the Age of the Dreaming Dark.

The Path of Shadows: Many kalashtar practice *sheshan talarash dasyannah*, a Quor phrase that

Illus. by S. Prescott

The path of shadows ritual combines grace and power

roughly translates as "dancing with the shadows on the path to light" or, more commonly, "the path of shadows." This is a martial art form in every sense of the term and serves as exercise, meditation, combat training, and artistic expression. The path of shadows is a soft, fluid art, full of smooth, sweeping motions that are both beautiful and hypnotic. A character who focuses on the pure movement of the dance is said to be "staying in the light," while one who trains for battle is "facing the shadows." Skill with the path of shadows can be represented in a number of different ways. Those who specialize in the path often become monks, but a character who wishes to stay in the light can represent his skill with the dance by taking Cloak Dance (from the *Expanded Psionics Handbook*), Combat Expertise, Dodge, Improved Unarmed Strike, or any of the feats that require these as prerequisites; ranks in Balance, Tumble, and Perform (dance) are also appropriate.

Roleplaying Application: If you are an introverted kalashtar, spend most of your free time meditating or practicing the path of shadows. You find the idea of leisure for pleasure to be a waste of mental energy. If you are more extroverted, try to study the communities you pass through and encourage your companions to do the same. Talk to strangers. If you see someone crying, ask what her problem is. It's unlikely that you can solve all the problems that you encounter, but you can at least try to understand them—and to offer hope where you can.

ART

Emotions, memories, and movement are the treasures of the kalashtar, and this is reflected in kalashtar art. The path of shadows is one of their greatest art forms, and dancers work together to weave complex tapestries of motion and emotion. Kalashtar art is inspired by quori sensibilities and often draws on the psionic abilities of the artist; it usually seems strange and alien to human eyes.

Dream Shards: The kalashtar do not dream, but they can see the Region of Dreams through the memories of their quori ancestors. Dream shards are Eberron dragonshards (see the *Eberron Campaign Setting*) that have been adapted to hold mental images. A dreamshaper weaves his dreams into the shard. Psionically focused characters can access the dream by touching the shard; other characters have vague flashes of emotion and images when standing close to the shard. Kalashtar monasteries and temples often contain crystal mosaics composed of the thoughts and dreams of those who have gone before.

Psionic Tattoos and Embedded Shards: Quori embedded shards and psionic tattoos are psionic

tools that alter the physical appearance of a kalashtar. Embedded shards are relatively rare, and most kalashtar display them proudly as signs of psychic achievement. Psionic tattoos are more common and are sometimes used as adornment, in much the same way that humans use expensive jewelry.

Thoughtsong: Telepathy is an integral part of kalashtar culture. All kalashtar possess a minor ability to share their thoughts. Some kalashtar musicians hone this gift, and instead of relying solely on sound and music, they entwine their works with threads of pure emotion and mental imagery. Some thoughtsingers can produce broad ranges of emotions, while others specialize in single emotions. Kalashtar thoughtsongs are very moving to those who can perceive them, but the range of the telepathic ability is considerably more limited than that of the human voice.

Roleplaying Application: The most important element of your appearance is the emotional impact you have on the people around you. Pay close attention to the moods and behaviors of those around you; in your eyes, a barbarian's rage is as much a form of art as a thousand-year-old painting.

TECHNOLOGY AND MAGIC

The kalashtar place tremendous value on tradition and discipline. A kalashtar artisan learns to draw on the racial memories of his quori ancestor, providing him with access to centuries of artistic tradition. As a result, kalashtar crafters are typically masters in many fields; a kalashtar architect may be equally skilled with stonework, masonry, and carpentry. Despite their knowledge, the kalashtar have had few technological advances over the past millennia. They treasure the traditions of the past: Artisans are encouraged to master the old ways, but the kalashtar have little interest in innovation.

Psionic talent plays a central role in kalashtar society. Every kalashtar possesses the potential for psionic ability, and most develop this in one way or another. In a dedicated kalashtar community, a large percentage of the community will possess one or more levels of a manifesting class such as psion or wilder. Telekinesis and metacreativity often take the place of physical tools, and kalashtar masons shape stone with the power of the mind instead of hammer and chisel.

Between the frequent use of psionic power and the influence of the quori ancestors, kalashtar architecture and goods tend to have smooth, rounded surfaces. Kalashtar objects often have an alien aesthetic that is both slightly disturbing and somewhat familiar, though it is difficult to say what about an object triggers these reactions; it's like something once seen in a dream. Crystals are frequently used because of their psiactive properties, and the monastic fortresses of Adar are beautiful blendings of color and light.

Kalashtar raised among others of their kind rarely have an interest in profit. Kalashtar care first and foremost about their community, doing whatever they need to do to ensure their survival as a people. Kalashtar artisans work together to meet the physical needs of the community. Merchants are responsible for bringing in enough revenue to acquire the raw materials the community requires; a kalashtar merchant is expected to monitor the market and to work with whichever artisans are available to produce saleable goods. This is one place where the versatility of the kalashtar becomes critically important, since a kalashtar carpenter may also be a crystalworker and potter, capable of producing whatever goods best suit the needs of the moment.

Roleplaying Application: You consider the powers of the mind to be more reliable and valuable than physical objects. As you advance in level, try to acquire items that draw on or enhance your natural abilities; you'd rather have a *faceted persona shard* (described in the *Eberron Campaign Setting*) than a pair of *gauntlets of ogre power*. Your party takes the place of your community, and you should always look for ways to strengthen your party as a whole. As an artificer or psion, consider items you could build for others as well as yourself. This is not a one-way road, however. Just as you should be generous and always looking to the needs of your party, you should expect the other members of your party to look out for the best interests of the group. If one character is especially greedy and you cannot convince him of the error of his ways, you can exclude him from your surrogate community.

WAR

Kalashtar are the children of the war between the quori—a war that continues to this day. It is a battle fought on two fronts: the physical struggle against the Inspired and the agents of the Dreaming Dark, and the spiritual battle to turn the wheel of the age to usher in a new era of light. The kalashtar have always been hopelessly outmatched and outnumbered; for most of their existence, the best they were able to hope for was survival. But according to the teachings of the Path of Light, the very existence of the kalashtar was a blow against the Dreaming Dark: As long as they continued to survive and practice the ways of il-Yannah, the present age of darkness would eventually come to an end. So the elders held the passes of Adar, holding off the endless armies of the Inspired while kalashtar monks continued their meditations of the Great Light and the age to come.

For more than a thousand years, the Dreaming Dark has concentrated its energy on Sarlona. But now the many

eyes of the Inspired are turning to Khorvaire—and as a result, the kalashtar of Khorvaire must face the daily fear of a quori attack. The Dreaming Dark cannot unleash the armies of the Inspired in the cities of Khorvaire, but it has many subtle weapons. Possession, blackmail, or the vast wealth of Riedra can turn almost anyone into an agent of the Dark. A priest of the Silver Flame may urge his parishioners to burn the "tainted souls." A thieves guild could target the kalashtar community—it would start with petty crimes, but as the Inspired build their power in the guild, the attacks could turn lethal. An innkeeper could poison the food of any kalashtar who passes through his inn. Any kalashtar who travels openly in Khorvaire must always be prepared for battle. Every aspect of kalashtar society reflects this constant need for battle-readiness. The close-knit nature of kalashtar communities, the practice of the path of shadows, the austerity of kalashtar social life: All of these reflect the threat that the kalashtar live under and the knowledge that the agents of the Dreaming Dark could strike at any moment. Recently, the kalashtar of Khorvaire have finally found a weapon against the Inspired—the path of the atavist (a new prestige class described on page 133).

The kalashtar are few in number, and in Khorvaire they are not perceived as a nation. The struggle to shift the Dream of the Age far outweighs any petty concerns of princes and kings, and as a race the kalashtar have never participated in the wars of humanity. Over the last twenty years, however, small squads of kalashtar atavists have begun to strike against the hidden powers of darkness. In the Last War, kalashtar forces engaged the Order of the Emerald Claw in Karrnath and the servants of the Lords of Dust in Aundair, and they battled the Cults of the Dragon Below on multiple occasions. The kalashtar do not have the numbers to field true armies, and they find physical conflict to be distasteful. They rely on elite atavist units and gifted shadow watchers, using skill and psionic power to engage in devastating pinpoint strikes. You and your allies have the potential to be the heroes of this new war against the Dreaming Dark—will you take up the challenge?

Roleplaying Application: In the past, the kalashtar never believed that they could defeat the Dreaming Dark or the other forces that have holds on the world. Mere survival has always been seen as a victory. Now, that has changed. The atavists of Khorvaire call for battle, and the kalashtar search for champions. You need to decide if you will fight in this secret war or if you will decline the call of your ancestors. Do you feel a responsibility to the light? Do you see yourself as a crusader? Or are you turning your back on your people and trying to ignore the whispered admonishments from your quori spirit?

When in combat, try to use logic and careful planning to strike with maximum efficiency. Most kalashtar hate combat, so you should try to keep things short and brutally effective. Consider nonviolent ways to solve your problem. When that fails, be prepared to strike with righteous fury—albeit wrapped in a calm, cold façade.

As a DM, make certain you keep the lurking threat of the Dreaming Dark in the back of your mind. Any kalashtar traveling openly should suffer occasional attacks, and there should be constant reminders of the ongoing war. When a party returns to a kalashtar community after a long period of time, make sure you note who has been killed in the intervening period; loss is a regular part of life. This has the side effect that regular births need to be a part of life, lest the race die out; heroic kalashtar adventurers may be pressured to procreate, passing their ancestral spirits on to the next generation of kalashtar.

KALASHTAR SOCIETY AND CULTURE

The kalashtar were born in the mountains of Adar. Descended from a race of immortals, kalashtar have endless patience and a firm conviction that their traditions will some day usher in a golden age for all creatures. They do not want to change in any way; they know what needs to be done to fight the Dreaming Dark, and they will continue until they succeed or have been destroyed. This attitude is reflected in the rigid monastic lifestyle of the Adarans, which has remained unchanged and uncontested for more than a thousand years.

Almost all of the kalashtar live in one of the eight temple-fortresses that dot the mountain sides. What time isn't spent in meditation or prayer is devoted to defense of the realm, holding the natural battlements against the endless onslaught of the Inspired. The Adaran kalashtar have no time for cultural change and no reason to believe that change is necessary.

Things are different on the continent of Khorvaire. The kalashtar of Khorvaire come from a variety of backgrounds. Some migrated to Khorvaire before the Inspired arrived on Sarlona, blending quietly into the humans of the Five Nations before Galifar united them. Others have been sent by kalashtar elders over the course of the last few centuries. Some came to study Khorvaire, while others were sent away to ensure that kalashtar society could not be eliminated in a single blow. The kalashtar of Khorvaire have more interaction with other cultures and don't have to deal with the constant distraction of war.

As a result, the kalashtar of Khorvaire are generally more optimistic and innovative than their Adaran

counterparts, and they enjoy experimenting with new things. The most significant innovation has been the development of the path of the atavist (see page 133).

The kalashtar population of Khorvaire is split between a number of racial enclaves in the major cities of the continent. This pattern has largely been driven by the war with the Dreaming Dark. The Inspired might be able to arrange for the destruction of a small rural community, but they would never get away with smuggling an army into Sharn. By placing themselves in the capitals of Khorvaire, the kalashtar are also able to monitor the activities of the Inspired ambassadors: They already have strong roots in the cities the Inspired are now working to infiltrate. They cluster together not because they are uncomfortable around members of other races, but because they need the sense of safety in numbers, and it's easier to spot the actions of the Dreaming Dark in a closed system.

Within a kalashtar community, the most influential form of social group is the lineage—the quori spirit that a kalashtar is bound to. This is not the same as a family group. Kalashtar inherit the spiritual bond from their parents, but the bond is always based on gender; a son always takes the father's bond, while a daughter inherits from the mother. Thus, each lineage is composed of a single gender. All members of a particular lineage think of the others as brothers or sisters, even if they are actually distant cousins at best. Most kalashtar live with other members of their line.

There is no tradition of marriage among the kalashtar. Members of different lines socialize together and procreate (with the children being adopted and raised communally by the others of their lineage), but it is difficult for a kalashtar to imagine living with a member of another line for the rest of his life. In Khorvaire many old traditions are being questioned, however. A kalashtar adventurer would be especially likely to break the old traditions, since he spends so much time away from his line to begin with.

The kalashtar respect age and wisdom, and most kalashtar communities are governed by a council with a representative from each lineage that has a presence in the community. Conflicts between lines are uncommon; the greater threat of the Dreaming Dark has always held the kalashtar together through periods of possible unrest. The method used to select a representative varies by lineage; in general, the leader is simply the person who has the overall confidence of his line, and it will change if that confidence is ever lost. The different communities are linked by lines of psionic communication; most communities have one psion who can manifest *correspond*, which is used to check in with the guiding councils of the other cities in Khorvaire and the elders of Adar.

As a whole, kalashtar are inclined to be of lawful good alignment. Mental discipline is part of kalashtar life, and this is reflected by their well ordered society. Kalashtar generally act in the interests of what they consider to be the greater good, and mercy, kindness, and hospitality are important virtues within their society. Well-mannered visitors are always welcome, though a shadow watcher keeps a sharp eye on outsiders until he is certain they are not agents of the Dark.

Most people find kalashtar communities to be austere; the disciplined kalashtar have few vices, and most donate any extra income to the community in the interests of defense, so they have few luxuries. But they are capable of enjoying life without much in the way of material goods, taking pleasure from the company of their kin. Some humans find this admirable, while others simply find it to be disturbing—because humans can't understand the mental bond between kalashtar of the same line, the level of cooperation and lack of conflict often seems unnatural.

KALASHTAR SOCIETAL ROLES

While kalashtar can assume many roles, four are worthy of note.

Artisans: The bulk of the members of a kalashtar community are artisans, skilled crafters and laborers who tend to the needs of the community and produce goods that can be sold to raise revenue. Between kalashtar discipline and the ancestral memories of the quori, kalashtar communities contain an unusually high concentration of skilled crafters, and most are proficient in multiple trades. Artisans are generally experts, with a smaller number of expert/shapers and expert/artificers who incorporate their supernatural talents into their work. Kalashtar artisans take great pride in their work, but ultimately they are working for the good of the community as opposed to any sort of personal gain.

Lightbringers: The lightbringers are dedicated mystics who spend their days in meditation and prayer. According to the beliefs of the Path of Light, this devotion will ultimately overthrow the Quor Tarai (see below) and put an end to the Dreaming Dark. As a result, this prayer is the most important activity within the community, and the artisans work to ensure that all of the needs of the lightbringers are met. Unlike traditional monks, the lightbringers are spread throughout the community instead of being concentrated in a specific building. In addition to their religious duties, the lightbringers also serve as the diplomats and storytellers of the community, presiding over festival days and handling negotiations with guilds and other outside forces. Lightbringers tend to be experts with a scattering of telepath and seer levels, with the occasional adept or cleric.

Shadow Watchers: While the lightbringers seek to change the future, the shadow watchers fight to protect the present. The shadow watchers are the spies and secret police of the kalashtar. Crime between kalashtar is extremely uncommon; the shadow watchers exist to guard against the Dreaming Dark and other malevolent groups. Until recently, the shadow watchers would battle only direct threats to the community, but over the last twenty years the kalashtar of Khorvaire have become increasingly proactive. This is primarily driven by the atavists, who want to take the fight to the Dreaming Dark. Shadow watchers are typically soulknives, psychic warriors, and psions, with a few monks mixed in. In Khorvaire, many higher-level shadow watchers will have levels in the atavist prestige class, described on page 133.

Orphans: Kalashtar can breed with humans, and as a result there are kalashtar scattered throughout the world who have grown up outside of kalashtar communities. These orphans still have bonds to one of the sixty-six surviving quori spirits of the kalashtar, and they usually develop personality traits that reflect their lineages. Orphans do not follow any of the cultural traditions described above, however. Since they do not know the mental discipline the kalashtar use to maintain ordered thought, many are somewhat unstable, and a large percentage of orphans have chaotic alignments. Orphans are more likely to be wilders than psions, and there have even been a few kalashtar barbarians. The civilized kalashtar are always willing to adopt orphans, but typically orphans find the tightly knit kalashtar communities to be stifling. As a result, many kalashtar adventurers are orphans.

RELIGION

The Path of Light is integral to kalashtar civilization. The struggle between light and darkness is not a question of faith for a kalashtar; it is a fact of life, the conflict that gave birth to the entire race. Quori religion and history are closely linked, but a few central concepts must be examined if the quori and the kalashtar are to be understood.

Quor Tarai: The Dream of the Age

Dal Quor has a deep and fundamental link to Eberron, and the spirits of mortals travel to the Region of Dreams when they sleep. Dal Quor is a mutable realm, and the fringes of the plane are shaped by the minds of the mortal dreamers. The center of the realm is shaped by a force more powerful than any mortal mind. This force is vast and alien, and even its children—the quori—cannot communicate with it directly. The heart of Dal Quor is shaped in the image of this unseen dreamer, and its essence permeates all things. The quori call this force Quor Tarai, "the Dream of the Age."

There are multiple quori castes, with the tsucora described in the *Eberron Campaign Setting* being just one example, but all quori are aspects of the Quor Tarai. The quori are immortal. They do not reproduce, but they can be killed; the total population always remains the same, however. When a quori spirit is destroyed, a new spirit eventually appears fully formed in the heart of the realm. This spirit is generally of the same caste as the spirit that was slain, but it does not possess the memories or personality of its predecessor. So it would be impossible for an adventurer to kill all of the tsucora; there will always be more. But a hero could at least eradicate a particularly hateful quori personality.

While the Quor Tarai is a force with the power to match any god, it is not immortal. Quori sages have reached the conclusion that the current age is the third incarnation of the Quor Tarai—and that, eventually, the current Quor Tarai will pass away. When this occurs, the realm will implode, only to explode outward with the birth of the next Quor Tarai. This cataclysmic event will destroy all of the quori. The sages speculate that the spiritual energy that is the essence of the quori will remain and that a new host of spirits will be formed from this force, but no one can say what those spirits will be like, and in any case the personalities of the living quori will be destroyed.

The Dreaming Dark and the Path to Light

If the Quor Tarai is the dream that shapes Dal Quor, then that dream is a nightmare. The center of Dal Quor is a realm of horrors, and the quori are terrifying monstrosities. At the very heart of Dal Quor is a pit of shadows, filled with impossible and terrifying visions. The sages say that this is the core of the current Quor Tarai. They call it il-Lashtavar, "the darkness that dreams," or more commonly, "the Dreaming Dark." When quori are slain, the newborn quori emerge from this opening. While quori cannot communicate directly with the darkness, many feel an intuitive bond to it and feel its desires. Chief among the quori is the spirit known as the Devourer of Dreams, the only quori to have ventured into the maw of the Dark and returned. Most quori revere the Dark as the force that has given them life, and they revere the Devourer of Dreams as the voice of the Dark.

While most of the quori were creatures of their age, a few felt that their very spirits were at odds with the Dark, that they did not belong to this age. One of these, a spirit named Taratai, proved the theory of the ages. She determined not only that the Quor Tarai would eventually be reborn, but that it would be reborn in a vastly different form; that this was an age of darkness, and the next age would be a time of light and joy. Taratai and her followers immediately began to study the history of the realm to try to find a way to accelerate the

change. This was their doom. The other quori had no desire for change and feared the thought of their world being transformed. The Devourer declared that they would find a way to stop the turning of the age. The first step was to eliminate Taratai and her followers, with the hope that their essence would be reborn with more compliant personalities. This led to the events of the exodus and the birth of the kalashtar, as described later in this chapter.

This is the key to understanding the quori and the kalashtar. The kalashtar want to reshape Dal Quor, and they believe that with their continued devotions they are doing so. The current residents of Dal Quor—the agents of the Dreaming Dark—are determined to maintain the current age and to break the cycle. It could be hundreds of thousands of years before the change is destined to occur, but the issue remains the same: the desire to find a path to an age of light set against the determination to maintain an age of darkness.

Kalashtar Holidays

The holidays of the kalashtar are all tied to history and typically involve dance and meditation in remembrance of past events. The most important holidays are described below.

The Days of Remembrance: A total of sixty-seven quori reached the world to form the kalashtar race. Each of those spirits has a five-day period each year in which its memory is honored. During this period, kalashtar of the spirit's lineage pause to reflect on the memory of their quori ancestor. Generally it is a quiet affair, but at the apex of the festival, the line holds a celebration for the other members of the community, with thoughtsongs commemorating the achievements of the line and stories dating back to the exodus. Few kalashtar communities have representatives from more than ten lines, so in any given community there isn't a celebration every week.

Roleplaying Application: During remembrance days, you should deeply savor your bond to your quori spirit. If you are adventuring during the apex day of your ancestor's Days of Remembrance, you should pause to tell your companions about the history of your line and their accomplishments in the long war against the Dreaming Dark.

The Void of Taratai: While sixty-seven quori spirits reached Eberron, only sixty-six are still in existence. The lineage of Taratai has been completely eradicated. The five days that were originally set aside for Taratai's line have become a period of mourning for the entire kalashtar race. During these five days, all kalashtar gather to remember the exodus and the birth of their race, and to ensure that they never lose another line. Recently, the atavists have made an extra effort to strike out against the Dreaming Dark during the Void, to take vengeance for the soul that was stolen.

Roleplaying Application: This is a period for somber reflection or righteous vengeance against the Dreaming Dark. You can decide which approach to take, but you should certainly acknowledge the Void in some way.

HISTORY AND FOLKLORE

The kalashtar race has existed for only eighteen hundred years. It began in Dal Quor, where Taratai and her followers of light were being hunted down and exterminated by the Dreaming Dark. But there is more to Dal Quor than the realm of the Dreaming Dark. Every sentient creature touches Dal Quor when it dreams, and every soul, every race, shapes its own piece of the fringes of Dal Quor. Fleeing from the Dreaming Dark, Taratai led her followers on an exodus through mortal dreams. While the quori could not travel physically between the planes, Taratai believed that she had found a way to cross through the subconscious and into mortal bodies—provided that the proper portals could be found and that the hosts could be convinced to accept the travelers.

For a year they traveled from dream to dream, passing through the dreams of dragons and beasts, never finding a place to rest. The Dreaming Dark was still baying at their heels, and between the Dark and the dangers of the dreams themselves, Taratai's followers were slowly being destroyed. Finally, Taratai found the passage she needed—a subconscious conduit into the mind of an Adaran monk. She knew that she couldn't maintain the connection for long, but she pleaded her case to the master of the monastery—and to her surprise, he agreed to accept her band of fugitive spirits. Adar was the land of refuge, he said, and no creature would be turned away.

Sixty-seven men and women—including the master himself—volunteered to share their bodies with the renegade quori. In order to establish a permanent bond and truly escape from Dal Quor, it was necessary for the quori to merge fully with their hosts, creating a synthesis of both personalities. These were the first of what Taratai called the *kalashtar*, a word in the Quor language that roughly translates as "wandering dreams."

It took time for the kalashtar to adapt to their new existence, but they were finally free from the Dreaming Dark. Taratai continued her studies of the nature of Dal Quor and the Dream of the Age, and she developed the traditions that are the core of the Path of Light—a series of practices and devotions that she believed would accelerate the turn of the age. There was only one uncertainty: What would happen when one of the kalashtar died?

Before they found the answer to this question, another mystery was revealed: that of birth. When the first kalashtar child was born, they found that the spirit that

was tied to the parent now also had a bond to the child. The spirit, Harath, found that it took more of an effort to communicate with either of his hosts, but that he was nonetheless aware of the experiences of each. Over the next few centuries, the process continued.

As more and more kalashtar were born, the quori spirits were spread thinly among them, and it became almost impossible for the spirit to communicate directly with the kalashtar. The memories and basic personality were still there, however; even if they couldn't communicate, the spirits were still alive and conscious, experiencing the world through the eyes of hundreds of descendants.

Each generation was more physically distinctive than the last, and each lived longer than the one before; it was clear that the spiritual symbiosis was having a minor physical effect as well. As they slowly adapted to better suit their spiritual companions, the kalashtar began to develop psionic abilities. The kalashtar did not have access to the full power of their ancestors, but they still had astonishing abilities. They could fly, send messages from one mind to another, transform their bodies into living weapons. It was a time of wonders.

It would not last. Three hundred years had passed in the world, but three thousand years had passed for the agents of the Dreaming Dark. They had spent millennia studying Taratai's flight, and they had found a way to improve upon it. Traveling the fringes, they could whisper into dreaming minds, implanting ideas and suggestions into people's heads. After a century of this manipulation, they managed to throw the nations of Sarlona into chaos.

In the process, they arranged for certain people to meet, for bloodlines to be formed, and ultimately to create human hosts that the quori could possess and control—without any degree of cooperation from the subject.

Another three centuries passed, and a wave of charismatic young lords appeared among the war-torn realms of Sarlona. This new generation of rulers claimed to be divinely inspired, and they had the supernatural powers to prove it. After a few more centuries, this alliance had "restored peace" to the shattered land—failing to mention that they'd been responsible for the war, centuries ago. They established the nation of Riedra, home to hundreds of thousands of humans who were fanatically devoted to the new Inspired overlords.

The young kalashtar paid little attention to the events in Riedra, concentrating on their Path of Light—until the first army of the Inspired laid siege to Kasshta Keep. The kalashtar had been lucky to find Adar; the natural defenses of the mountainous land were almost impregnable. The Inspired had the resources of an entire continent at their disposal, however, and were growing more powerful every day.

More than a thousand years later, the stalemate still stands. The kalashtar continue their devotion to the

Illus. by C. Wen

Trapped in the dreams of a silver dragon, a kalashtar struggles in vain to escape

Path of Light, but many believe that the Inspired have come up with a counter to Taratai's plans. The Inspired have created a stagnant society in Riedra, and they are spreading their enormous monoliths across the land. Many kalashtar believe that the Inspired plan to spread these monoliths across the entire world—and that if enough of them are built, it will finally secure the safety of the Dreaming Dark.

The kalashtar don't intend to let that happen.

And so the struggle begins anew. . . .

The Lost Souls

Many of Taratai's followers were lost in the exodus from Dal Quor. Some were destroyed, but others were simply . . . lost. Many kalashtar psions believe that more rebel quori are still out there in the fringes of Dal Quor, trapped in the minds of bizarre and ancient creatures. Can they be freed?

Roleplaying Application: A kalashtar sage summons the party with an unusual proposition. He believes that he has located the soul of one of the rebel quori trapped in the dreams of Golorach, a silver great wyrm. The sage has prepared a potion that should send the imbibers' spirits into Golorach's dreams the next time they fall asleep. Will they be able to find the lost soul? And what strange dangers lie in wait in the mind of the dreaming dragon?

The Fate of Taratai

Taratai was the first and greatest of the rebel quori. She was mother of the kalashtar and the founder of the Path of Light, and her power and wisdom were legendary. But she was also the most terrible casualty in the war against the quori. In the early days of Riedra, before the kalashtar had learned to respect the power of the Inspired, the agents of the Dreaming Dark launched a concentrated attack and managed to eliminate all of Taratai's hosts. No one knows what became of her soul—whether it was destroyed, or if it is still floating in some nether realm. But the kalashtar mourn her loss to this day.

Adventure Hook: An orphan kalashtar appears in Sharn, claiming to be the conduit for the spirit of Taratai. After a thousand years, the spirit finally managed to latch onto the newborn orphan—or so she says. Is it the truth, or some sort of scam? If it's a trick, who's behind it? And if it's the truth, how can they keep the Inspired from killing her all over again?

Atavists and Avatars

One of the most significant innovations in kalashtar history is the development of the path of the atavist. Pioneered by Soserath the seer in 978 YK, this discipline allows kalashtar to strengthen their bonds to the quori spirits—and in the process, to one another. For centuries, the bonds between quori and kalashtar have been growing weaker and weaker: That decline is no more.

The atavist is only the beginning, however. Soserath believed that a master atavist would eventually be able to fully incarnate the power and memories of the quori, becoming a true avatar of the spirit. This would irrevocably alter the balance of power between the kalashtar and the Dreaming Dark, since it would effectively allow the kalashtar to create new quori—something even the Dreaming Dark cannot do. Soserath was killed, though, before he could complete his research into the ascension from atavist to avatar. The Serath kalashtar have continued to spread his teachings, and the atavist shadow watchers have begun to take the offensive against the Dreaming Dark, but Soserath's notes on avatars have never been found.

Adventure Hook: The party stumbles onto new information about Soserath's death and the location of his mystical workshop—but the Dreaming Dark has learned about it as well. Can the party get to the workshop before the agents of the Dark do? Even if Soserath's work can be found, can it be deciphered?

KALASHTAR AND OTHER RACES

Most kalashtar have a remarkable degree of compassion and empathy; as trite as it sounds, they really do like everyone. There are always exceptions, especially among the orphans, but the majority of kalashtar are always interested in getting to know new people. This trait reflects their natural gift for diplomacy, along with their paranoia where the Inspired are concerned. Kalashtar really do like people—but they also like to keep a very close eye on as many people as they can, to look for any signs of psionic manipulation.

While kalashtar are comfortable with people of all races, they have the most in common with elves and humans. Physically kalashtar are still very similar to humans, and the two races are sexually compatible. Emotionally and intellectually, however, kalashtar have more in common with the elves of Aerenal; the spiritual memories of a kalashtar give him a distant view on life that is similar to that of the long-lived elves.

While no particular bond exists between kalashtar and the warforged, kalashtar are fascinated by the construct race, especially the question of their souls. The mystics of the kalashtar are certain that House Cannith does not have the power to create souls, yet it is clear that the warforged possess unique souls. How can this be? Are there secrets about the warforged that even House Cannith doesn't know?

CREATING KALASHTAR CHARACTERS

When creating a kalashtar character, you should take time to think about the character's relationship with his quori spirit. While atavists can chatter with their spirits and other members of their lineage, for most kalashtar the quori is a presence that makes itself known through occasional feelings, images, and flashes of memory. Is this reflected in a particular kalashtar character? Perhaps a fighter should have one rank of Knowledge (the planes), representing those strange occasional bursts of insight he has with arcane affairs. Perhaps Sense Motive reflects an ancestor's shrewd judgment as opposed to his own.

SPECIAL KALASHTAR OPTIONS

As a kalashtar, your character qualifies for some racial feats and kalashtar-specific prestige classes unavailable to PCs of other races, as well as psionic feats. The feats and prestige classes listed below are described in Chapters 6 and 7, respectively.

Feats: Dancing with Shadows, Gestalt Anchor, Kalashtar Thoughtshifter, Path of Shadows, Shield of Thought, Soulblade Warrior, Spiritual Force, Strength of Two.

Prestige Classes: atavist, quori nightmare.

KALASHTAR AS CHARACTERS

A kalashtar's bond to his quori spirit gives him a natural aptitude for psionic power. Many kalashtar learn psionic classes to take full advantage of their natural gifts. Arcane magic, on the other hand, is rarely studied, although an orphan might pursue a career in wizardry. As a race, the kalashtar have a somewhat arrogant disdain for physical weapons; as a result, purely physical classes such as fighter are also uncommon.

Bard: Kalashtar performance primarily involves movement, and the race's musical tradition is based strongly around the integration of telepathic and empathic resonances into song. Bards serve many important roles in kalashtar culture. In addition to the roles of historian and storyteller, bards are often drawn into the shadow watchers as spies, infiltrating guilds and talking their way past villains to expose the plans of the Dreaming Dark or other fiendish foes.

Cleric: Most kalashtar focus their faith on the powers of the mind; many of the mystics who perform services for the Path of Light are actually psions. True clerics of the Path of Light are rare, but respected for having mastered what is seen as an unusual form of devotion.

Monk: The path of shadows is a martial art that serves many purposes in kalashtar communities. In contrast to the lightbringers who spend their days in meditation, moving through the forms of the path of shadows, monks are likely to be shadow watchers trained to strike against hostile forces in the physical world. Kalashtar monks often enhance their abilities with psionic feats. Monks also naturally gravitate to the atavist prestige class.

For alternative options for the kalashtar monk, see the kalashtar racial substitution levels, page 124.

Psion: Along with expert, this is the most common class in a kalashtar community. As kalashtar grow old and the spirit slowly adapts to the host character, it enhances mental energy, increasing the natural psionic abilities of the vessel. This is reflected in the large number of kalashtar with psion levels; it's just something that comes naturally. Seer, telepath, and shaper are the most common disciplines among the kalashtar, but all of the disciplines can be found.

For alternative options for the kalashtar telepath, see the kalashtar racial substitution levels, page 125.

Psychic Warrior: Soulknives are the primary fighting class of the kalashtar, though a number are psychic warrior/soulknives. Psychic warriors are common among orphans, however, especially veterans of the Last War. Raised outside kalashtar communities, these soldiers were not taught the discipline of *mind blade* but still developed a modicum of psionic ability.

Soulknife: The soulknife is the primary warrior class of the kalashtar. The stealthy skills of the soulknife are invaluable when it comes to shadowing possible agents of the Dreaming Dark, and the ability to manifest a deadly blade of psychic energy certainly helps as well. Chapter 6 includes new rules for kalashtar soulknives and the new feats they can obtain. Some soulknives take a few rogue levels to assist with assassinations and other unsavory tasks, but most stay with soulknife or begin to take atavist levels as soon as possible.

For alternative options for the kalashtar soulknife, see the kalashtar racial substitution levels, page 124.

Wilder: While most kalashtar enjoy the structure of the psion class, orphans or other kalashtar suffering from internal conflict may follow the path of the wilder, relying on instinctive talent and raw chaotic emotion to overcome their foes. Wilders are rarely integrated into traditional kalashtar communities.

KALASHTAR COMMUNITIES

Kalashtar live in small but prosperous communities. They have an usually high percentage of skilled crafters, with experts taking the place of commoners and a large number of citizens with some level of psionic

power. When creating a kalashtar community, make the following adjustments.

The largest kalashtar communities in existence are large towns, and these are the fortress-monasteries of Adar. In Khorvaire, the largest kalashtar communities are small towns. Khorvaire communities are always contained within preexisting small cities, large cities, or metropoli.

Kalashtar communities are typically isolated. They may be mixed but are never integrated.

Raise the gold piece limit for the community by two categories. While the kalashtar live austere lives, they produce fine goods. To determine cash on hand, multiply half the gp limit by 1/20 of the total population. So a thorp with 80 inhabitants has a gp limit of 200 and 400 gp on hand.

When checking for highest-level locals, use the following classes and die rolls: adept (1d6), bard (1d6), cleric (1d4), expert (3d4), expert/artificer (1d6), expert/psion (2d4), monk (1d8), psion (2d6), psychic warrior (1d6), rogue (1d6), soulknife (2d4). For characters with multiple classes, divide the levels up evenly between the two classes; for odd numbers, assign the extra level to the NPC class.

Community modifiers are: thorp –1, hamlet +0, village +1, small town +2, and large town +4 (roll twice). In a large town, add +8 to the roll when determining the level of a psion.

There is a 10% chance that any kalashtar with two or more levels will have one level of psion (assuming he doesn't already have psion levels).

SAMPLE COMMUNITY: STILLSTONE HOLT

Over the course of the Last War, the city of Stormhome became known as a hotbed of intrigue and espionage. A neutral city under the rule of House Lyrandar, Stormhome drew spies and mercenaries from across the five nations. With both the Lords of Dust and the Dreaming Dark scheming in Aundair, the northern kalashtar felt that they had to establish a presence in the city to foil the schemes of the Dark. Digging into their treasury, the kalashtar elders purchased a number of rundown warehouses on the waterfront, and so Stillstone Holt was born. While it appears to be a poor community of fisherfolk and shipwrights, it includes a significant number of gifted psions. Will the adventurers work with the kalashtar of Stillstone Holt, or will they end up on opposite sides of a blade?

Stillstone Holt (Hamlet): Conventional; AL LG; 800 gp limit; 5,600 gp on hand; Population 140 adults; isolated (kalashtar 96%, human 2%, elf 1%, other 1%).

Authority Figures: Kanashtai (LG female kalashtar seer 9), Deratath (LG male kalashtar expert 7/telepath 1), Halazerai (LG female kalashtar soulknife 3/rogue 3), Dolarhad (LG male kalashtar cleric 5).

Important Characters: 12 shadowblades (kalashtar soulknife 3), 3 visionaries (kalashtar seer 3), 2 silvertongues (kalashtar telepath 4).

Shadowblades

These soulknives are elite soldiers in the war against the Dreaming Dark. Trained for urban combat, they strike swiftly and suddenly, taking down enemies before they have a chance to react and then disappearing into the shadows again. In addition to their role as a strike force, the shadow watchers are tasked with protecting Stillstone Holt. At any given time of day, four shadow watchers will be patrolling, always alert for any sign of trouble. The soulknives are quiet and serious, utterly dedicated to their deadly task. Most are from the lineage of Harath, a line with a long tradition of shadow service, and they hope to join the atavist movement as soon as they have proven their skills.

Shadowblade: Male kalashtar soulknife 3; CR 3; Medium humanoid; HD 3d10+3; hp 24; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +2; Grp +4; Atk or Full Atk +5 melee or ranged (1d6+2/19–20, mind blade) or +5 ranged (1d8+2/×3, masterwork composite longbow); SA mind blade, psychic strike +1d8, throw mind blade; SQ kalashtar traits, naturally psionic, psi-like abilities, racial substitution level; AL LG; SV Fort +2, Ref +5, Will +3; Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8; power points 3.

Skills and Feats: Balance +4, Concentration +7, Disguise –1 (+1 impersonating humans), Hide +8, Jump +4, Move Silently +8, Spot +6, Tumble +8; Psionic Weapon, Soulblade Warrior, Weapon Focus (mind blade), Wild Talent.

Mind Blade (Su): As a move action, a shadowblade can create a semisolid blade composed of psychic energy distilled from his own mind. The blade is identical in all ways (except visually) to a short sword of a size appropriate for its wielder. For more information about the mind blade, see the soulknife class description in the *Expanded Psionics Handbook*.

Psychic Strike (Su): As a move action, a shadowblade can imbue his mind blade with destructive psychic energy, dealing an extra 1d8 points of damage to the next living, nonmindless target he successfully hits with a melee attack (or ranged attack, if he is using the throw mind blade ability). Creatures immune to mind-affecting spells and abilities are immune to psychic strike damage. For more information about this ability, see the soulknife class description in the *Expanded Psionics Handbook*.

Throw Mind Blade (Ex): A shadowblade can throw his mind blade as a ranged weapon with a range increment

of 30 feet. Whether or not the attack hits, a thrown mind blade then dissipates.

Kalashtar Traits: +2 racial bonus on saves against mind-affecting spells and abilities, including possession; immunity to *dream* and *nightmare* spells.

Naturally Psionic (Su): Kalashtar gain 1 extra power point per character level, regardless of whether they choose a psionic class.

Psi-Like Abilities (Ps): mindlink 1/day.

Racial Substitution Level: Kalashtar soulknife 1st.

Possessions: +1 studded leather, masterwork buckler, masterwork composite longbow (+2 Str bonus) with 20 arrows, *psionic tattoo of body adjustment*, *psionic tattoo of cloud mind*.

Visionary

Visionaries are good at what they do: prowling the streets, reading psychic impressions, and engaging in clairvoyant eavesdropping. Unless shadowblades are on the way, visionaries will flee from combat; their role is to gather information, and they know their own limitations.

Visionary: Female kalashtar psion (seer) 3; CR 3; Medium humanoid; HD 3d4+4; hp 13; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +0; Atk +1 melee or +3 ranged (1d4–1/19–20, masterwork dagger); Full Atk +1 melee or +3 ranged (1d4–1/19–20, masterwork dagger); SQ *mindlink* 1/day; AL LG; SV Fort +1, Ref +2, Will +5; Str 8, Dex 13, Con 10, Int 15, Wis 14, Cha 12.

Skills and Feats: Concentration +6, Gather Information +4, Knowledge (local) +5, Knowledge (psionics) +5, Listen +7, Psicraft +5, Spot +7; Alertness, Psionic Body, Psionic Endowment.

Mindlink (Ps): 1/day, manifester level 1st. For campaigns not using the *Expanded Psionics Handbook*, see the description on page 56. A visionary's *mindlink* lasts for 3 rounds.

Psion Powers Discovered (17 power points, manifester level 3rd): 1st—*conceal thoughts*, *disable* (DC 13), *energy ray* (+2 ranged touch), *inertial armor*, *sense link*; 2nd—*clairvoyant sense*, *sensitivity to psychic impressions*.

Possessions: masterwork dagger, *dorje of mind thrust*, *psionic tattoo of body adjustment*, *psionic tattoo of cloud mind*.

Silvertongue

Silvertongues are gifted telepaths with a way with words, and they can charm suspicious strangers with words or psionic powers. They love playing verbal and mental games and are constantly trying to show one another up. Beneath their jocular façade, however, they take their tasks very seriously.

Silvertongue: Female kalashtar psion (telepath) 3; CR 3; Medium humanoid; HD 3d4+3; hp 12; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +0; Atk +1 melee or +2 ranged (1d4–1/19–20, masterwork dagger); Full Atk +1 melee or +2 ranged (1d4–1/19–20, masterwork dagger); SQ *mindlink* 1/day; AL LG; SV Fort +2, Ref +1, Will +4; Str 8, Dex 10, Con 13, Int 15, Wis 12, Cha 14.

Skills and Feats: Bluff +9, Concentration +6, Diplomacy +14, Disguise +2 (+4 to impersonate a human), Intimidate +6, Knowledge (history) +3, Knowledge (local) +3, Knowledge (nobility) +3, Knowledge (psionics) +3, Sense Motive +8; Greater Psionic Endowment, Negotiator, Psionic Endowment.

Mindlink (Ps): 1/day, manifester level 1st. For campaigns not using the *Expanded Psionics Handbook*, see the description on page 56. A silvertongue's *mindlink* lasts for 3 rounds.

Psion Powers Discovered (17 power points; manifester level 3rd): 1st—*call to mind*, *inertial armor*, *mind thrust* (DC 13), *mindlink*, *psionic charm* (DC 13); 2nd—*psionic suggestion* (DC 13), *read thoughts* (DC 14).

Possessions: masterwork dagger, *dorje of energy ray*, *psionic tattoo of body adjustment*, *psionic tattoo of cloud mind*.

Sample Encounters

The following encounters use the stat blocks presented above and represent some typical encounters that low- and mid-level adventurers could have with the kalashtar of Stillstone Holt.

Lone Visionary (EL 3): The visionaries are the investigators of the community. Siralana wanders the streets listening to conversations. She tries to locate places where unsavory events have been described, at which point she can read the psychic vibrations or the location to search for useful information. If the party catches her eye or includes a kalashtar, she will follow them for a while, possibly eavesdropping clairvoyantly; once she is convinced they aren't agents of the Dark, she may introduce herself.

Explorers (EL 6): This group includes one visionary and two shadowblades. The group might be dispatched if someone wants the visionary to go and read the psychic impressions of an area on the bad side of town. This would be one way for the party to meet this group: They could all be thrown together in the midst of a rumble!

Full Raid (EL 8): The seers have uncovered the location of a nest of villainy, and now the kalashtar are ready for battle. This group includes four shadow watchers, one silvertongue, and one visionary. The spellcasters have *inertial armor* activated, and the shadow watchers are ready with Psionic Strike and Psionic Weapon ready to go. Are they really searching for the Dark? Or have the true villains managed to frame the PCs for their crimes?

Illus. by K. Walker

Although the bulk of this book focuses on the races introduced in the *Eberron Campaign Setting*, humans, elves, dwarves, and other core races remain important, vital parts of the setting. Because the other books in the races series (including *Races of Stone*, *Races of Destiny*, and *Races of the Wild*) provide many new mechanical elements such as feats and spells focused on the core races, along with full-blown descriptions of their customs and mannerisms, this chapter deals only with the Eberron-specific details of the core races.

From the stone-walled fastness of the Ironroot Mountains to the Undying Court of Aerenal, this chapter looks at the cultures and mannerisms of the standard races described in the *Player's Handbook* as well as the drow, the Inspired, and the goblinoid races.

DWARVES

"Never again will the clans of the Ironroot serve a master other than themselves."

—Guldark Mroranon, dwarf diplomat

From a history of barbarism and warfare, the dwarves have risen to a position of enormous economic might. For eight centuries dwarves have dominated banking and finance in the bourgeoning mercantile industries of Khorvaire, leaving their brutal past behind them. They remain a race of proud warriors, and they present an appearance of elegant sophistication—beards cut close, armor trimmed with fur and brocade, and the fury of an ancient barbarian warrior simmering deep beneath the fair façade.

The dwarf clans of the Mror Holds have never had the strong national identity typical of other races. As the great clans strive to unite the holdings into a secure empire based on finance, they continue to fight this legacy. The feuding dwarf clans were too weak to resist being annexed into Karrnath in the early years of the kingdom of Galifar but turned their subjugation to good use. Karrnath's rule forced the clans to cease fighting each other, allowing them to focus on building a civilization from the tremendous mineral wealth of the Ironroot Mountains. Twenty years after the outbreak of the Last War, the Mror Holds declared their independence from Karrnath and emerged as a new nation—the first true dwarf nation ever seen in the world.

Illus. by F. Vohwinkel

The imposing entrance to Korunda's Gate, a city-stronghold built by the dwarves of the Ironroot Mountains

Lands: The Mror Holds stretch throughout the Ironroot Mountains, a dangerous and forbidding range at the northeastern edge of Khorvaire. The dwarves live in a hard and hostile climate. Over the last nine hundred years, the Mror Holds have used the incredible riches of their homeland to build themselves into an economic powerhouse. Still, in their own lands they are faced with ever-present danger, not just from orcs, trolls, and other monsters, but from the cold, barren land itself.

Settlements: Dwarf settlements focus on defense and protection of the natural resources that generate wealth. Built into the sides of mountains and deep underground, each clan lays claim to one or more secure holdfasts.

Power Groups: The dwarves of the Mror Holds remain a loose confederation of clans rather than a unified nation. The great clans rule through a body called the Iron Council, a group of lords made up of representatives from various clans. Each clan, however, continues to govern its own holds and acts, in many ways, as an independent state in negotiations with the other nations of Khorvaire.

Other powerful groups, particularly House Kundarak, the holders of the Mark of Warding, influence the council and the nation from the periphery. Although House Kundarak does not have a seat on the Iron Council, many of the council's decisions seem to hint at Kundarak influence.

Beliefs: Many dwarves pay homage to the Sovereign Host, and worship of the Host has grown steadily in recent generations. The deity most favored among the dwarves is Kol Korran, god of trade and wealth. Other deities are popular as well, including Boldrei, Olladar, Onatar, and Dol Dorn. Many far-seeing dwarves hope that devotion to the Sovereign Host might serve as a unifying force within dwarf culture, but such religious influence is unlikely given the independent nature of dwarves and the growing influence of mercantile interests among dwarf clans.

Language: The dwarves remain a grim and survival-minded race. They are slow to reveal emotion or information, and stoic around anyone not of their immediate family. Dwarves choose their words deliberately, careful to avoid giving away information that could be used against them. They speak Dwarven among themselves, though they are literate in the languages of those races with which they trade.

Relations: With a wealth of natural resources, forbidding natural defenses, and a long history of bloodshed, the dwarves present an impressive image to the outside world. It is easy to see why the other

nations of Khorvaire find it more prudent to call the dwarves friends than to raise their weapons in an attempt at conquest.

DWARF CHARACTERS

Dwarf characters have much to be proud of. Their race has grown from a collection of feuding barbaric clans to a mighty economic force in Khorvaire in just a thousand years' time—a handful of generations to the long-lived dwarves. Even so, the bloody past of those barbaric clans has left the dwarves with a brutal and direct sense of honor and the physical skills to back their views.

Adventuring Dwarves: Most dwarves adventure to increase their own wealth and prestige, carving a life and fame out of the world the same way the barbaric clans of their ancestors carved space for themselves in their mountain holds.

The increasingly mercantile culture of the Mror Holds also breeds adventurers, merchants, and traders who travel the world in the name of commerce. These sturdy crafters must be adept at both the social activities of trading and bartering and the physical demands of travel throughout Khorvaire. Many a dwarf adventurer builds his skills at the side of a trading caravan in the name of one of the great clans.

Dwarves have a long and violent history, and they respect the independence and personal power required to become a successful adventurer. As the Mror Holds become entwined with human culture, more and more dwarves are drawn to exploration and adventure as a way to make names for themselves. As a growing and vital culture, the allied clans of the Ironroot Mountains view these explorers as an increasingly important way of staying in communication with the human kingdoms of Khorvaire.

Character Development: Slow afoot and able to withstand great physical punishment, dwarves excel at melee combat. Dwarf characters should look to feats and spells that increase their melee abilities, strengthen their already hardy bodies, or overcome their limited movement abilities. As a dwarf character advances in level, a high Armor Class is crucial in maximizing the character's ability to withstand the dangers of melee combat.

Character Names: Dwarf names usually feature heavy consonants and several syllables. Every dwarf has a given name, which is often the name of a grandparent or great-grandparent, and a clan name identifying his home holdfast. Sample given names are provided below.

Male Names: Bruennen, Durnnam, Greddark, Kellark, Turanank.

Female Names: Annaka, Gerthin, Karkanna, Menna, Zranakarak.

Clan Names: Kolkarun, d'Kundarak, Mroranon, Narathun, Soldorak.

DWARF ENCOUNTERS

Dwarves are at their best in melee combat, and the statistics block for the dwarf warrior below is useful in a variety of encounters. Large groups of the warriors can back up higher-level NPCs to challenge midlevel characters, and smaller groups make interesting encounters for lower-level heroes. The statistics below can be used to represent either those dwarves who have joined the bulk of human culture in Khorvaire or a soldier in the rough armies of the Mror Holds.

EL 3: As the dwarves of the Mror Holds shed the trappings of their barbaric past, their armies have become more and more organized and therefore more dangerous. The warrior presented here is a veteran of several skirmishes and therefore more dangerous than the standard dwarf described in the *Monster Manual*.

Dwarf Warrior: Male dwarf warrior 3; CR 2; Medium humanoid; HD 3d8+6; hp 20; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +3; Grp +4; Atk

ROLEPLAYING AN EBERRON DWARF

Here are some tips and ideas to use when playing an Eberron dwarf. Feel free to incorporate any or all of these ideas into your character's personality and mannerisms.

Never accept an initial offer, regardless of the situation (trading, bargaining with an enemy, and so forth). There's always room for negotiation.

Keep a grim face while in public. Never reveal anything that could give anyone an advantage. When you are safely hidden with friends and family, you can let down your guard, relax, and enjoy yourself.

Hard work and material wealth are both highly respected among dwarves. They enjoy fine things, though they usually keep their greatest treasures hidden from outsiders. Because of this, you should be thrifty. Always look for good deals, even on things you don't need right now. Prepare for rainy days and winter. When hard times come, you will be ready for them.

If you've got it, flaunt it. Finely crafted weapons, jewelry, clothes—showing your wealth is a way of proving the success and power of your family to the world.

The Mror Holds are a new nation, and the dwarves are touchy about their independence. Be proud of your race and your nation, and whatever you do, don't let anyone insult your family.

or Full Atk +6 melee (1d10+1/×3, masterwork dwarven waraxe) or +4 ranged (1d10/19–20, masterwork heavy crossbow); SQ darkvision 60 ft., dwarf traits; AL LN; SV Fort +5 (+7 against poison), Ref +1, Will +0; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6.

Skills and Feats: Climb –1, Craft (armorsmithing) +2, Craft (weaponsmithing) +2, Listen +2, Spot +2; Alertness, Weapon Focus (dwarven waraxe).

Dwarf Traits: Dwarves have stonecunning, which grants them a +2 racial bonus on Search checks to notice unusual stonework. A dwarf who merely comes within 10 feet of such a place can make a Search check as if actively searching.

When standing on the ground, dwarves are exceptionally stable and have a +4 bonus on ability checks made to resist being bull rushed or tripped. They have a +1 racial bonus on attacks against orcs and goblinoids. Dwarves have a +4 racial bonus to Armor Class against giants. Their race also gives them a +2 bonus on Appraise or Craft checks that are related to stone or metal items. Dwarves have a +2 racial bonus on saving throws against poison, spells, and spell-like effects.

Possessions: half-plate, heavy steel shield, masterwork dwarven waraxe, masterwork heavy crossbow with 10 bolts, *potion of cure moderate wounds*, 25 pp.

DWARF ADVENTURES

The violent past and great treasures of the Ironroot Mountains make the Mror Holds some of the most interesting places to adventure.

- House Orien sees increasing profits in the Mror Holds, and its dealings there continue to grow in scope. Orien scouts have found a new potential trade route to a distant dwarf holding. The rough trail crosses over a high mountain pass, and the area must be cleared of orcs and other more dangerous monsters.
- Ancient evils slumber in the subterranean realms. When the dwarves discover an immense Khyber dragonshard, they also unchain a powerful legion of demons that has been trapped since the end of the Age of Demons. Although sluggish after their millennia-long captivity, the demons are vulnerable only for a short time. The dwarves are desperate for help against them. In return, they promise adventurers portions of the great Khyber shard.

ELF, AERENAL

"What ancient mysteries must the jungles of Aerenal hold?"
—Prelik Magan d'Sivis, gnome chronicler

Undying soldiers move through jungles filled with ancient power, zealous elves strive to be worthy of joining their valiant ancestors, and the cities of Aerenal gather might unmatched in the outside world. Even the mighty dragons of Argonessen must guess at the long-reaching plans of Aerenal's Undying Court, and only the elves have ever stood against the combined might of the dragon legions.

Aerenal is a land of magical forests and jungles, and the land itself resonates with powerful necromantic energy. Although it holds natural resources in abundance, including the sole sources of many magical timbers such as bronzewood and densewood, Aerenal's true strength is the abundant flow of necromantic power that gave rise to the undying soldiers that protect the realm and the undying councilors that guide it. (The undying soldier and undying councilor are described in the *Eberron Campaign Setting*.) The presence of these powerful soldiers and advisers has protected Aerenal from even the strength of the dragons, allowing Aerenal's culture to flourish for generation after elf generation.

Lands: Magical forests tower over much of the island continent of Aerenal, resonating with the mystical energies of the land. Filled with soarwood, livewood, and other magical timbers, the forests of Aerenal ripple with necromantic energy, hiding many of the elves' ancient secrets.

Settlements: Unlike the restless tribes of the younger, more aggressive elf nation of Valenar, the elves of Aerenal build great cities made of enchanted wood and magical power. Even the smaller single-family estates of Aerenal are things of beauty, housing as many as three thousand elves and a small contingent of undying warriors. While the great cities of Aerenal that are described in the *Eberron Campaign Setting* attract the attention of the outside world, these smaller settlements hold the heart of the elf race. Few outsiders are permitted beyond the port city of Pylas Talaear.

Power Groups: Elves have lived on the continent for more than twenty-six thousand years. For most of

ROLEPLAYING AN AERENI ELF

Here are a couple of tips about playing an Aereni elf. Feel free to incorporate these ideas into your character's personality and mannerisms.

Remain calm even in the face of death, for it is but the next step on the path of ascension. You needn't be foolish or deliberately seek out foes too powerful for you to face; just remain calm and sure, even in the most trying circumstances.

Use a lot of proverbs or aphorisms. Begin most of your statements with "My great ancestor said . . ." or "My honored grandfather always said . . ."

that time, the Undying Court has ruled with a benign and guiding hand. With a long-reaching perspective rivaling that of the greatest dragons, the Undying Court carefully directs the elves of Aerenal through machinations that might take thousands of years to unfold. The Sibling Kings, the traditional living rulers of Aerenal, rule over the daily affairs of the elves while the Undying Court shapes the destiny of the race.

Beliefs: Religion in Aerenal begins and ends with ancestor worship, made an ever-present facet of Aerenal's culture through the presence of the undying. These ancient creatures, the spirits of great heroes and wise loremasters, are undead-like creatures filled with positive energy from the plane of Irian, the Eternal Day. Some of these creatures have been walking among the elves of Aerenal since the first days of their settlement on the island continent, and their godlike power serves both as the inspiration for elven veneration and protection for the kingdom itself. The elves live their beliefs by remaining devoted to their families, believing that this devotion continues to sustain and strengthen the spirits of the undying.

The Tairnadal elves of Valenar and northern Aerenal have a different focus, instead seeking to emulate their giant-fighting ancestors through deed rather than through prayer and devotion. Although these aggressive warriors are now more common in Valenar than in Aerenal, their dynamic presence is shaping the world outside Aerenal and changing many peoples' perceptions of elves. It remains unclear whether the Tairnadal and the nation of Valenar are but a new ploy in the great schemes of the undying, or if instead these young elves are acting outside the Undying Court's influence.

An Aereni elf travels with her fiercely loyal pet baboon and her bodyguard, an undying soldier

Illus. by Daarken

Language: The elves of Aerenal speak Elven, and most speak Common and Draconic as well. The elves of Aerenal are often reserved in their speech, concealing their emotions and true intentions behind stoic masks. With the perspective of a long-lived race guided by undying ancestors, the elves of Aerenal choose their words as carefully as they form their opinions.

Relations: Most of the elves in Aerenal give little thought to the outside world, focusing instead on the goals of their isolated family groups and their families' roles in the far-reaching plans of the undying. While this makes much of Aerenal isolationist and impenetrable to outsiders, small parts of the elf nation deal directly with the outside world. Through the port city of Pylas Talaear the elves sell their magical timber and worked wooden goods to members of other races. Because of this commerce, and the fact that the elves of Aerenal have held their island continent for ten times the length of living memory, outsiders almost universally view the elves with a healthy mix of awe and indifference. All this is changing, though, as the young elves of Tairnadal continue to migrate to the kingdom of Valenar and practice policies of aggressive expansion.

AERENAL ELF CHARACTERS

Aereni adventurers usually leave the confines of the island continent, traveling through distant lands to work the will of the Undying Court or seeking to emulate the deeds of their ancestors. Many elf adventurers aspire to the fame and power necessary to eventually take a place among the undying guardians of the elf race.

Adventuring Aereni: With a longer-reaching perspective than any other adventuring race, the elves of Aerenal are cautious at most times but exceptionally bold and resourceful when forced to act. They are also courageous, in part because of their heroic nature and in part because they view death as a benign process along the path to ascension.

Character Development: With their high Dexterity and racial proficiency with the longbow, elves make excellent archers regardless of their class. Mighty elf clerics wielding the might of the Undying Court and powerful magic bows are equal to any situation, and few can match stealthy elf rangers and rogues sniping from the shelter of densewood forests.

Character Names: Aerenal elf names have few differences between male and female forms, and both generally have more vowel sounds than consonants. Sample names include Aeren, Allais, Dailan, Kylaear, Maellas, Thalaen, and Vylae.

AERENAL ELF ENCOUNTERS

All of Aerenal is controlled or influenced by the Undying Council and the Priests of Transition. The acolyte presented below might represent an important first contact with the powerful priesthood of Aerenal.

EL 4: Two acolytes of transition (low-level priests of the elf ancestors) make an EL 4 encounter. Although they are relatively weak in combat, the two offer many interesting diplomatic encounters, and they could easily serve as allies rather than opponents.

Acolyte of Transition: Male elf cleric 3 (Undying Court); CR 3; Medium humanoid; HD 3d8; hp 14; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +2; Grp +1; Atk or Full Atk +2 melee (1d6–1/18–20, masterwork scimitar) or +5 ranged (1d6–1/×3, masterwork shortbow); SA turn undead 3/day (+2, 2d6+3, 3rd); SQ elf traits; AL NG; SV Fort +3, Ref +3, Will +5; Str 8, Dex 14, Con 10, Int 13, Wis 15, Cha 10.

Skills and Feats: Concentration +6, Heal +8, Knowledge (religion) +8, Listen +4, Search +3, Spot +4; Point Blank Shot, Scribe Scroll.

Elf Traits: Elves have immunity to magic sleep effects and a +2 racial saving throw bonus against enchantment spells or effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it. Elves have low-light vision.

Cleric Spells Prepared (caster level 3rd): 0—*detect magic*, *light*, *mending*, *read magic*; 1st—*bless*, *comprehend languages*, *protection from evil*, *sanctuary*[D] (DC 13); 2nd—*bear's endurance*, *lesser restoration*, *shield other*[D].

*Domain spell. *Domains:* Good (cast good spells at +1 caster level), Protection (protective ward grants +3 resistance bonus on next save, 1/day).

Possessions: +1 chain shirt, masterwork scimitar, masterwork shortbow with 20 arrows, silver holy symbol, scroll of *cure moderate wounds*.

AERENAL ELF ADVENTURES

Adventures in Aerenal are as complex and fraught with peril as they are compelling. In order even to begin serious exploration of the island continent, characters must succeed at a nearly impossible diplomatic task and win the trust of the insular Aereni elves. Few groups will have the courage and luck necessary to impress the undying councilors of the Aereni.

Once its elf guardians allow the characters access to Aerenal, it offers incredible junglescapes rife with necromantic energy and powerful evils that have eluded or perhaps conspired with the elves for centuries.

- The characters uncover evidence that an immensely powerful undead creature, likely a vampire wizard, has managed to conceal itself among the honored undying of Aerenal. Finding and confronting the powerful creature is essential to halting the activities of its minions in Khorvaire, but such a confrontation is complicated by the insular elves of Aerenal and their devotion to what they think is an ancestral spirit.

ELF, DROW

"Every secret you have discovered about my homeland hides a thousand more."

—Parik Xiv'inn, drow scorpion wraith

The drow carve a deadly existence out of the ruined continent of Xen'drik. The dark-skinned elves believe it is they, not the rebels who fled to Aerenal, who truly preserve the dignity and valor of the elf race. Allied with monstrous scorpions, the drow battle the fallen race of giants over the ruins of the mysterious continent.

As the most civilized inhabitants of ruined Xen'drik, the drow are the heirs to both the lingering might of giant nations and the ancient elven spellcraft once learned at the feet of dragons. The homeland of the drow is a contradiction of sorts—an ancient ruin that nonetheless holds magical treasures of almost unimaginable might. As Siberys shards fall on the broken landscapes and jungles, explorers from other continents brave sahuagin-filled waters to crowd the port city of Stormreach.

Lands: The jungles of Xen'drik are a harsh and unforgiving land; the drow dwell in the underground realm of Khyber as often as they haunt the ruins of

aboveground Xen'drik. Covered by thick jungle and the ruined cities of the ancient giant kingdoms, the continent houses too many dangers for the drow to be able to establish large and stable cities such as those on Khorvaire. The largest drow settlements are underground.

Settlements: Drow settlements are small, temporary affairs. Occasionally a relatively large and powerful tribe might stay for some time in the ruins of a giant city, but such occupations are short-lived. The drow stay only long enough to plunder what artifacts they can.

Power Groups: Drow have few of the political struggles and rivalries that other races have. Family groups are simply too small and scattered to have anything other than sporadic contact. This intermittent contact is fraught with peril, though, as larger and more powerful family groups seek to absorb smaller groups of drow.

Beliefs: The drow in Eberron differ from those in other D&D campaigns in that they worship a scorpion-god named Vulkoor instead of the spider-goddess Lolth. Vulkoor is often envisioned as a giant scorpion or as a hybrid with the head, arms, and upper torso of a strong male drow and the lower body of a scorpion. Many drow believe that Vulkoor and the Mockery (one of the group of evil deities known as the Dark Six) are one in the same. The drow also revere scorpions, considering other arachnids to be lesser servitors of Vulkoor. Xen'drik drow ritually scar themselves using scorpion venom, leaving white tattoos on their black skin.

Language: Drow speech is related to Elven in many ways, but the two races have been separate for such a long period that even their languages have grown apart.

Relations: Most drow have little interaction with members of other races; they fight the giants and monsters that roam their savage continent, and even avoid other drow family groups when possible. Drow are very suspicious of outsiders, and the few who interact with other races do so through the port of Stormreach.

A drow warrior stands over a slain grick before turning to skewer another one

Illus. by Daarken

When dealing with outsiders, drow reveal nothing of themselves or their family groups whenever possible, always attempting to use the outsiders for their own ends without exposing the secrets of Xen'drik. For this reason, members of other races often find the drow to be a suspicious and sinister group.

DROW CHARACTERS

Powerful, deadly, and shrouded in mystery, drow make exotic and interesting characters. Although they have seldom left the desolate continent that they call home, they sometimes join groups of adventurers setting out from Stormreach—mostly to use the outsiders to further some ends of their own.

Adventuring Drow: Most drow adventure out of necessity—the dangers of their homeland constantly push them toward that life. Exploring the ruins of giant cities is one of few ways for most drow to improve their lives; finding the treasures of the ancients can

DRIDERS

In the context of the drow worship of the Mockery, driders do exist, but not as outcasts punished by the Spider Queen. Rather, the drow of Xen'drik believe that driders are specially chosen servants of the Mockery. They do not seem to be individually created but are a distinct race that breeds true. There is said to be a different race of driders with the bodies of scorpions, possessing great innate ability as fighters, rangers, and monks.

ensure the welfare of an entire family group, not just a single drow.

Drow greatly desire personal power, and many take up the mantle of adventurer seeking to satisfy this urge. Whether this is simple greed or a reaction to the brutal continent on which the drow make their home is a question best left to the drow themselves. Although the drow are relatively few in number, the dangers of Xen'drik encourage a higher than normal percentage of the population to learn the skills of the adventurer. They fight for their existence daily amid dangerous jungles and ruined cities; adventurers powerful enough to face down giants and other foes are thus essential to a drow family's survival.

Character Development: Drow characters have many powerful innate abilities, but they pay a price in the form of a costly level adjustment. Because they will have fewer Hit Dice and fewer hit points than other characters of their level, drow are often better off when they can deal with their foes from a distance. With their longer darkvision range, the drow are at their best when fighting underground, and they can sometimes remain out of their foes' vision entirely when fighting. Even considering their level adjustment, drow make powerful and dangerous spellcasters, especially when they choose classes that rely on Intelligence or Charisma for spellcasting.

Character Names: Drow typically have only two names, a personal name and a family name. Drow are very careful about sharing their family names, and it is considered an insult in drow society to ask about a family name. Among drow, sharing a family name is sometimes a sign of trust and friendship, but more often it is a sign of submission to a more powerful individual. Drow guard their family names so carefully not because of any personal danger or need, but because family is the ultimate source of loyalty for any drow; a drow never wants to give away any information that might weaken the family. Drow proper and family names feature multiple syllables, glottal stops (represented by apostrophes), and hard consonants.

Male Names: Ek'ann, Kaxxar, Xen'kar.

Female Names: Curra, Kas'asar, Kirris, Xen'va.

Family Names: Gen'thac, Torkak, Xar'cha.

DROW ENCOUNTERS

The drow of Xen'drik distrust outsiders; adventurers traveling through the lost continent are likely to face guerrilla attacks by poison-wielding drow scouts. These small teams of drow hunters prefer to strike from hiding and then fade into the jungle, seldom lingering even to gauge the effectiveness of their first volley of attacks. These scouts employ the venom of the sacred scorpions to make their hit-and-run tactics lethal.

EL 5: Pairs of scouts roam the jungles, relying on stealth and their knowledge of the terrain to stay away from giants and other dangerous creatures of the forest. These hunters do not stand and fight, instead fading into the jungle after one attack. The drow hunters often try to lead interlopers into dangerous areas inhabited by other creatures, especially if an opportunity arises to pit the intruders against a group of giants.

Drow Scout: Male drow ranger 3; CR 4; Medium humanoid (elf); HD 3d8+3; hp 17; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/19–20, masterwork longsword) or +7 ranged (1d8+2/×3, masterwork composite longbow); Full Atk +6 melee (1d8+2/19–20, masterwork longsword) or +7 ranged (1d8+2/×3, masterwork composite longbow) or +5/+5 ranged (1d8+2/×3, masterwork composite longbow); SA favored enemy (giants +2); SQ darkvision 120 ft., drow traits, spell resistance 14, spell-like abilities, wild empathy +3 (–1 magical beasts); AL NE; SV Fort +3, Ref +6, Will +1 (+3 against spells and spell-like abilities); Str 14, Dex 17, Con 11, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +8, Handle Animal +6, Hide +9, Listen +8, Move Silently +9, Spot +8, Search +10, Survival +6; Endurance[B], Point Blank Shot, Precise Shot, Rapid Shot[B], Track[B].

Favored Enemy (Ex): A drow scout gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against giants. He receives the same bonus on weapon damage rolls against giants.

Drow Traits: Drow have immunity to magic sleep effects and a +2 racial saving throw bonus against

ROLEPLAYING A DROW

Here are some tips and ideas to use when playing a drow. Feel free to incorporate any or all of these ideas into your character's personality and mannerisms.

Drow are very loyal to their families and usually refuse even to give the family's name to an outsider. Play accordingly, granting all inquiries about your family with suspicion or even violence. Adopt a callous attitude about the welfare of those not from your immediate family.

Products of a brutal environment, drow have little room in their personality for mercy. They prefer to strike first in any confrontation. Do your best to attack your foes from hiding, and don't be shy about using poison to bring down foes with a minimal number of strikes.

enchantment spells or effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

Spell-Like Abilities: 1/day—*dancing lights*, *darkness*, *faerie fire*. Caster level 3rd.

Wild Empathy (Ex): This drow scout can improve the attitude of an animal in the same way that a Diplomacy check can improve the attitude of a sentient being. The scout rolls 1d20+3, or 1d20–1 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Possessions: +1 studded leather, masterwork longsword, masterwork composite longbow (+2 Str bonus) with 20 arrows, 1,500 gp.

DROW ADVENTURES

Drow make their home in Xen'drik, the vast continent of mystery and ruins, and adventures through the mysterious jungles of that continent are likely to feature confrontations with drow, giants, and other mysterious threats. Since Xen'drik is the sole known source of Siberys dragonshards, these treasures are likely to be the focus of many adventures in the homeland of the drow. At the very least, anyone venturing into the forbidding continent should take any opportunity to obtain the valuable shards or relics of the giants' lost power.

- A gnome wizard approaches the characters seeking escorts for a trip to Xen'drik. A noted crafter of bound elemental items, the gnome possesses uncannily accurate information about the mystery continent and hints that the characters might learn a great deal about the gnome's mastery of elemental items if they survive the trip.
- A new tribe of drow has moved into the vicinity of Stormreach, bearing Siberys shards of unusual size. It is clear this new tribe has recently endured the hardships of great conflict. Although the tribe prefers to keep outsiders at a distance, its members have nonetheless hinted at a ruined city of great size filled with a strange army of lifelike constructs and a large number of valuable dragonshards.

Two graceful Khorvaire elf dancers are the center of attention at an embassy ball

ELF, KHORVAIRE

"I swore an oath to protect this city before your grandfather was born, human. And when your grandchildren are but memories, I'll walk the borders still."

—Killarin Shaez, elf ranger in the service of Fairhaven

Living among short-lived, ever-changing races such as humans and halflings, the elves of the Five Nations have learned to identify themselves more by nation and culture than by race. With a blend of the long-lived perspective common to other elves and the quick, adaptable nature of other races, these elves are equally capable of long-term planning and quick, decisive action.

The elves of the Five Nations do not have the numbers or national unity of

Illus. by E. Deschamps

those from the nations of Valenar or Aerenal, yet they are the elves most commonly encountered by other races. Almost all these elves put their national identity above their racial identity; for example, an elf from Breland has more in common (at least in terms of social and philosophical views) with other citizens of Breland than he does with elves from Aerenal or Valenar. Elves associated with either of the great elf dragonmarked houses, however, identify themselves first as members of the house rather than as citizens of a particular nation or members of a specific community.

KHORVAIRE ELF CHARACTERS

With keen senses, long lives, and a deadly talent for archery, elves make interesting, powerful characters. Whether bearing the Mark of Shadow in service of House Phiarlan or House Thuranni or perfecting arcane magic after centuries of study, the elves of the Five Nations are among Khorvaire's most powerful and intriguing individuals.

Adventuring Elves: Having lived among the shorter-lived races for several generations, the elves of Khorvaire have taken on many of the mannerisms and behaviors of their national cultures. Compared to the far-seeing elves of Aerenal, Khorvaire elves are impulsive and adventurous.

Displaying more of their national culture than their racial norms, the elves of Khorvaire look favorably on adventurers and others who achieve greatness. Even though they have lost much of their ancestor-worshiping traditions, the elves of the Five Nations still see great deeds as important parts of their faith and believe that today's adventurers remain true to their race's spirit and courage.

Character Development: Point Blank Shot and other bow-oriented feats capitalize on an elf's racial proficiency with the longbow and high Dexterity, and focusing on ranged combat minimizes the impact of the elf's low Constitution by keeping foes at a distance.

Character Names: The elves of the Five Nations retain some of the naming traditions of Aerenal, including the use of many vowels. Their time away from the lands of their ancestors, however, has led to changes that are reflected even in their language. Although Aereni and Valenar elves prefer names that are lilting and mellifluous, the time that Khorvaire elves have spent among the other races has led to shorter, more truncated names. While there is still some overlap between male and female names, distinct gender naming conventions have developed. Some examples are given below.

Male Names: Aesha, Daellin, Marrath, Tellian.
Female Names: Innae, Paela, Phaeani, Sailla, X'ennia.

ELF, VALENAR

"Put up your swords and talk of peace, or hide behind your walls of stone. When the host of Valenar thunders forth, neither will save you."

—Shaeras Vadallia, High King of Valenar

Warriors seemingly born in the saddle, the elves of Valenar have taken the first steps along their epic quest to reclaim the lands of their ancestors. Although Valenar elves do not differ physically from the elves of Aerenal, their young culture and newborn aggression make them a race unto themselves in the eyes of the other nations of Khorvaire.

Lands: The elves of Valenar declared their own sovereignty at the end of the last war, claiming a large portion of southern Cyre. As the fractured nations of Khorvaire struggle to recover from the war that ripped the kingdom of Galifar apart, the elves of Valenar gather their strength and prepare to strike out again. The lands they hold include many ruins from the Last War and other more ancient sites from the Age of Monsters, when elves first settled the lands that are now Valenar.

Settlements: The war clans of the Valenar remain in near-constant motion unless assigned to guard a specific area by the high king. These roaming clans move throughout the kingdom, launching raids when near the border of the Talenta Plains or Q'barra and moving south during foaling season. Other than the city of Taer Valaestas where High King Vadallia keeps his seat, there are few elf settlements of any size within Valenar. Small clusters of ranches form the bulk of stationary residences within the kingdom.

Power Groups: Many of Valenar's forty-five war clans vie for attention and prestige within the kingdom, but this competition is hardly noticeable in light of the elves' continued aggression against neighboring countries. Welcomed into Valenar to help with agriculture and administrative tasks, the half-elves of House Lyrandar have a great deal of sway within the country, as do the Keepers of the Past, the most prominent religious group in Valenar.

Beliefs: The Keepers of the Past, the priesthood of the Valenar elves, maintain the memory of the great elf heroes of Xen'drik. Keepers travel with war clans to ensure they honor the great ancestors of the elves.

The Keepers share increasing concern over a rapidly growing warrior cult. This cult, known as the Dalan Rae, brings the idea of ancestor worship to a fanatical extreme. Its warriors, known as the Dalan Rael (or "near dead"), believe that death in battle is but the last step to assuming the true form of a warrior, an undying spirit. These fanatical warriors seek an early death at

the hands of a powerful foe, for in their eyes such a death ensures their return as powerful spirit warriors. The cult hopes to build a host of such spirit warriors to ride alongside the living champions of Valenar.

Language: Valenar elves speak Elven, but they are more aggressive and straightforward in conversation than other elves are, even on simple topics.

Relations: The other races view the Valenar elves as dangerous aggressors, and few doubt that the elves of Valenar will soon go on the offensive again. Although respected for their peerless cavalry troops, the elves of Valenar receive an indifferent reaction at best from members of other races.

While this problem is pronounced for any large group of elves, few see one elf as a threat. Those elves traveling in the company of other races still have an easy time moving through other cultures peacefully. Lands near the borders of Valenar are rightfully suspicious of military activity, however; this makes any sort of social interaction more difficult for elves in these regions.

VALENAR ELF CHARACTERS

Paragons of battle and honor, Valenar elf adventurers carry on the spirit of those mighty elves who smashed the giants of Xen'drik. Valenar grows in power with each passing season, and its warriors number among the mightiest in the world. Riding forth from Valenar on steeds unmatched by those of any other peoples, the warriors of Valenar are the living heirs of their great ancestry.

Adventuring Valenar Elves: Valenar warriors often travel and adventure for a decade or more in search of personal glory. Other Valenar elves, particularly clerics affiliated with the Keepers of the Past, search for relics from the elves' ancient struggle against the Empire of Dhakaan, ruins of lost elf settlements, or even relics from ancient Xen'drik and the elves' time there. These elves are deeply devoted to the ancestor-worship so important to their people, and many travel to Aerenal to visit the City of the Dead and speak directly to the most honored ancestors of that ancient land.

Valenar elves see adventuring as a necessary and glorious part of the warrior tradition. Emulating their ancestors of old, adventuring elves seek out great foes to defeat, thus bringing honor to themselves and their people.

In keeping with their proud martial nature, Valenar elves have not only embraced the scimitar of their Aereni ancestors, but also have further developed the weapon into a form all their own: the Valenar double scimitar, an elegant and lethal variant that they have learned to use to great effect.

Valenar Elf Traits: Elves from Valenar receive the Martial Weapon Proficiency feats for the shortbow (including composite shortbow), scimitar, and Valenar double scimitar. For Valenar elves, this trait replaces the elf weapon proficiency racial trait described in the *Player's Handbook*.

Character Development: Valenar elves usually devote a great deal of energy to mastering the Ride skill, and the Mounted Combat feat is virtually a must among Valenar warriors. Valenar elves hold their horses in tremendously high esteem, and high-level Valenar adventurers spend much of their resources on magic to protect their steeds against the powerful foes they face.

Character Names: Valenar elves use the same naming patterns as Aerenal elves, with little to differentiate male and female names. Some common names include Aeraes, Dailian, Fianin, Kaelan, Lia, Niath, Shearan, Tairil, Thail, Vaelas, Vaelin, and Xael.

VALENAR ELF ENCOUNTERS

Talented cavalry and aggressive warriors, the elves of Valenar are likely to test adventurers with combat before welcoming them into their lands. In addition, the PCs are likely to feel the brunt of a Valenar raid should they stray too near the borders of the aggressive kingdom.

EL 8: A Valenar war band consists of eight to twelve warriors. The vigilant riders patrol the borders of Valenar and raid neighboring lands regularly, so it is much more likely that they will get the drop on their foes rather than be caught unprepared for battle.

Valenar Rider: Female elf ranger 2; CR 2; Medium humanoid (elf); HD 2d8+3; hp 12; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +2; Grp +4;

ROLEPLAYING A VALENAR ELF

Here are some tips and ideas to use when playing an elf from Valenar. Feel free to incorporate any or all of these ideas into your character's personality and mannerisms.

Do not be shy about praising the might and valor of your ancestors. You are a descendant of the mighty elves who battled free of the giants' rule in Xen'drik, and every deed you do gives praise to their greatness.

Take your trusted mount with you on your adventures as often as you can. Horses are the life blood of Valenar and the backbone of your nation's armies.

Do not hesitate to seize an opportunity or act with aggression if it will bring honor to yourself and your ancestors.

Illus. by F. Tsai

A Valenar elf scout approaches the majestic city of Taer Valaestas

Atk +5 melee (1d6+2/18–20, masterwork scimitar) or +6 ranged (1d8+2/×3, masterwork composite longbow); Full Atk +5 melee (1d6+2/18–20, masterwork scimitar) or +6 ranged (1d8+2/×3, masterwork composite longbow) or +4/+4 ranged (1d8+2/×3, masterwork composite longbow); SA favored enemy (humans +2); SQ elf traits, low-light vision, wild empathy +3 (–1 magical beasts); AL CN; SV Fort +3, Ref +6, Will +1 (+3 vs. enchantments); Str 15, Dex 16, Con 11, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +4, Hide +8, Listen +8, Move Silently +8, Ride +8, Spot +8; Mounted Combat, Rapid Shot, Track.

Favored Enemy (Ex): A Valenar rider gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. She receives the same bonus on weapon damage rolls against humans.

Elf Traits: Elves have immunity to magic sleep effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Wild Empathy (Ex): A Valenar rider can improve the attitude of an animal in the same way that a Diplomacy check can improve the attitude of a sentient being. The rider rolls 1d20+3, or 1d20–1 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Possessions: Masterwork studded leather, masterwork scimitar, masterwork mighty composite longbow (+2 Str bonus) with 40 arrows, *potion of cure moderate wounds*, heavy warhorse (hp 30; see *Monster Manual* page 273).

VALENAR ELF ADVENTURES

Most adventures that feature Valenar elves deal with raids into Valenar lands to capture horses or with raids by a Valenar war clan. Other adventures might focus on the ancient history of the province, including exploring ruins from the Age of Monsters.

- Valenar elves have been seen moving through Q'barra in small groups, but this is no raid. The elves seem intent on stealth. Although no one is certain of their purpose, most think that the elves seek some item of power left from the Last War. Someone must follow their journey through the countryside and discover what they are seeking.
- The characters learn of Taer Dalan, a ruin built during the Age of Monsters and linked to the elves' giant-slaying ancestors. Filled with powerful magical energy and the lingering sprits of the ancient elves, Taer Dalan holds great secrets. The Valenar elves, including both the Keepers of the Past and the Dalan Rae cult, would go to great lengths to learn of the location of Taer Dalan and keep adventurers of other races out of the ruin.

GNOMES

"Five words can defeat a thousand swords."

—Zil proverb

The nation of Zilargo is a study in contradictions. On the surface, it is an easily accessible, remarkably open nation, filled with beautiful architecture, friendly inhabitants, and a peaceful yet energized feeling that welcomes visitors to stay and unburden their weary souls. Zilargo itself is seemingly idyllic, with song and cheer taking the place of the violence and crime common in the other nations of Khorvaire.

The truth is far more complex and rarely realized except by the gnomes themselves. The gnomish thirst for knowledge is well known, and Zilargo is renowned for its libraries and universities and for the skills of its learned alchemists and elemental artificers. Weak as they are physically, the gnomes have refined the use of knowledge as a weapon. When diplomacy fails, they fight their wars with blackmail, espionage, and careful assassination. A gnome's innocent curiosity may be just what it seems—or it may be a well-honed façade concealing a cunning and manipulative mind.

The gnomes' natural gift for illusion is a manifestation of their racial bent toward deception; a gnome will rarely engage in direct conflict when he can strike from the shadows or trick others into working on his behalf. Most gnomes derive great pleasure from these subtle games; two gnomes might be engaged in vicious political feuds with one another and still be great friends.

Lands: Zilargo is a subtle society; the gnomes are bound together by a complex web of favors, secrets, and debts. The low incidence of crime is no coincidence.

Settlements: Gnome cities hold amazing architecture, marvelous magical creations infused with bound elementals, and other wonders, as well as the most comprehensive libraries in the world. Zilargo cities are places of peace and beauty, much more likely to be the setting of a quest for knowledge than a back-alley brawl.

Power Groups: For more than eight centuries, a hidden order of spies and assassins known as the Trust has been watching from the shadows and enforcing the rule of the Triumvirate. Originally founded as a syndicate to monitor the behavior of the students and patrons of the Library of Korranberg, this organization has slowly expanded its powers and duties to cover the entire nation, gathering information on all activities and using this knowledge to eliminate threats to society.

While the Trust usually targets only true criminals and other dangerous individuals, the existence of this secret society can be very disturbing to outsiders. Every citizen of Zilargo knows that anyone around him could secretly be an agent of the Trust. Adventurers who carelessly threaten the status quo may soon find themselves called to account by the representatives of the Trust.

Beliefs: Gnomes are often familiar with several religions, and many have even worshiped at more than one church. The cities of Zilargo hold temples of nearly every major religion, and it is quite common for a gnome to experiment with different religions, trying several before finding a deity that suits him.

Language: The gnomes of Zilargo have their own language but pride themselves on being able to deal in any tongue. Most gnomes know at least two or three languages in addition to their native tongue.

Relations: The gnomes of Zilargo have kept their independence because of their careful use of spies, intrigue, and diplomacy. Few know how powerful the gnomes really are, simply because the gnomes have dedicated themselves to carefully preserving their image as harmless pranksters and tricksters. Known the world over for their diplomatic skills, gnomes rarely have trouble finding welcome. In Sharn, Flamekeep, and cities across Khorvaire, gnomes can often find assistance among the local gnome communities. Of course, such aid generally comes with a price—and the risk of getting drawn into local feuds or intrigues.

GNOME CHARACTERS

Gnome adventurers epitomize the dual nature of the entire race. The cheerful and pleasant attitude of a gnome adventurer belies the ruthless quest for information and secret knowledge that burns within such travelers. Few can withstand the subtle social and political pressures that powerful gnome adventurers can bring to bear.

Adventuring Gnomes: Gnomes adventure to seek hidden knowledge, whether in the lost tombs of Xen'drik or in the darkest streets of Sharn. They ferret out every secret they can find, knowing that such treasures will someday prove valuable.

Occasionally, an otherwise settled gnome inevitably falls on the wrong side of a bargain with a more powerful member of gnome society. In such cases, the gnome is sometimes forced to flee, taking to the ever-shifting life of an adventurer simply to avoid his debts and his enemies.

Gnomes admire adventurers and value their efforts to bring valuable knowledge back to the attention of Zilargo's rulers. Gnome adventurers, whether they realize it or not, serve to keep the lands of Zilargo constantly informed of happenings in other nations.

Character Development: Gnome adventurers usually take feats to improve their spellcasting abilities or their social skills. A gnome adventurer usually relies on companions to handle most of the physical threats the group encounters, so the gnome puts his attention into mastering social interactions, often allowing him to reap the rewards of his companions' efforts.

Character Names: Gnome society is divided into major houses, each of which is composed of multiple families. Each gnome has three names: his personal name, the name of his family, and the name of his house. For example, Lysse Lyrriman Sivis and Tala Torralyn Sivis are members of different families within House Sivis. Gnomish names are long and lyrical; a Zil proverb claims "the sweetest song is the name of a friend." Personal and clan names average three syllables in length, and there is a strong tradition of alliteration.

Male names: Alian, Castar, Dorius, Elymar, Haliar, Hasal, Illian, Lassius, Sanadal, Tallian.

Female Names: Alina, Cassia, Dalia, Jandia, Myssia, Ranadala, Saralyssa, Talina, Tandria, Vassilia.

Family Names: Alyre, Canatar, Del, Dorian, Kan, Lin, Lyrriman, Sil, Syrralan, Torralyn.

Clan Names: Adredar, Clebdecher, Dalian, Davandi, Harlian, Korran, Lonadar, Nezzelech, Santiar, Tarliach.

GNOME ENCOUNTERS

Gnomes rarely resort to combat, fully aware that their small stature leaves them at a significant disadvantage when facing most foes.

EL 4: The gnome information broker described below is likely to approach the characters for any number of reasons. His social skills rather than his combat statistics should most concern adventurers.

Gnome Information Broker: Male gnome bard 4; CR 4; Small humanoid; HD 4d6+8; hp 22; Init +1; Spd 20 ft.; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp -3; Atk or Full Atk +3 melee (1d3–2/19–20, masterwork dagger) or +6 ranged (1d6/19–20, masterwork light crossbow); SQ bardic knowledge +8, bardic music 4/day (countersong, fascinate, inspire competence, inspire courage +1), gnome traits; AL N; SV Fort +4, Ref +6, Will +5; Str 6, Dex 12, Con 15, Int 14, Wis 10, Cha 16.

Skills and Feats: Bluff +12, Diplomacy +16, Intimidate +14, Knowledge (history) +9, Knowledge (local) +9, Knowledge (religion) +9 Perform (comedy) +10, Sense Motive +9; Negotiator, Persuasive.

Gnome Traits: Gnomes have a +1 racial bonus on attack rolls against kobolds and goblinoids. Gnomes have a +4 racial bonus to Armor Class against giants.

ROLEPLAYING A GNOME

Here are some tips and ideas to use when playing an Eberron gnome. Feel free to incorporate any or all of these ideas into your character's personality and mannerisms.

Never let outsiders know what you are thinking. Most gnomes wear cheerful masks to conceal their emotions and put opponents at ease. You may play the role of a clown or a fop, always ready with a joke or a clever remark, but beneath this you are careful and calculating. This does not prevent you from truly being altruistic; a good-aligned gnome still believes that knowledge and manipulation are the most effective weapons to help the needy.

Always ask questions. You may try to conceal your actions as sympathetic concern or academic curiosity, but the primary goal is to find out anything that could be of value to you, your friends, or your family.

Make notes about everything. All information has value.

Family is immensely important to a Zil gnome. The only people you trust are members of your direct family (though close friends may eventually attain this status). Expect your family members to help you in times of need—but bear in mind that you may be asked to help them.

Never forget a debt or a favor. Go out of your way to be helpful, and then make sure you keep track of the people who are indebted to you as a result.

Plan your actions carefully. Know what resources are available at all times.

Gnomes have a +2 racial bonus on saving throws against illusions.

Spell-Like Abilities: 1/day—*dancing lights*, *ghost sound* (DC 13), *prestidigitation*, *speak with animals* (burrowing animals only). Caster level 1st.

Bard Spells Known (3/3/1 per day; caster level 4th): 0—*daze* (DC 13), *detect magic*, *light*, *mage hand*, *message*, *read magic*; 1st—*charm person* (DC 14), *comprehend languages*, *disguise self*; 2nd—*invisibility*, *suggestion* (DC 15).

Possessions: masterwork chain shirt, masterwork dagger, masterwork light crossbow with 20 bolts, *cloak of resistance +1*, *wand of charm person*.

GNOME ADVENTURES

Heroic adventurers are just the kind of people whom the gnomes like to do business with—extremely powerful, strongly motivated, and easily manipulated. As such, gnomes are careful to stay on the good side of most adventurers, crafting agreements that leave the adventurers in their debt and thankful for the information that the gnomes can provide.

- A gnome approaches the characters and offers them information that will make their current adventure much, much easier. Unwilling to explain how he knows about the party's current activities, the gnome asks nothing in return for this information now, only that the characters perform a favor for him at some later date. This gnome does not appear sinister and if pressed will provide details about the future favor.
- A group of gnomes asks the characters for their help in recovering an important cache of documents from the last war. Currently hidden in the Mournland, these documents are of seemingly little import, but the gnomes will pay handsomely for their recovery.

The gnomes of Zilargo are cultured and confident

GOBLINOIDS

"We goblinoids are just like you humans, except our empire lasted eleven thousand years."

—Lhesh Haruuc

The goblinoids are more than tribes of savages scratching at the edges of civilization. They carved out a nation in Khorvaire during the Last War and ruled an empire that spanned the continent. Cunning, fierce, and strong in number, goblinoids are poised to take back the empire that civil war destroyed millennia ago—if they can manage to keep civil war from tearing apart their newborn nation.

Lands: The goblinoids live mainly in Darguun and Droaam, but a small group ekes out an existence in nearly every major city of Khorvaire.

Most of these "city goblins" are descendants of goblinoid slaves taken before and during the Last War. A few are mercenaries hired during the Last War who remained loyal to their employers despite the betrayal and rebellion that created Darguun. These goblins, hobgoblins, and bugbears live peacefully among other races, although they often live in the cities' slums and have second-class status.

The goblinoid nation of Darguun has existed only since the end of the Last War. Led by a hobgoblin tribal chief named Haruuc, the many tribes hired out to various nations as mercenaries turned against their employers and carved their own territory out of the vast battleground the continent had become.

Haruuc loosely controls a young country that strains against his reign. The tribes of goblins, hobgoblins, and bugbears fight among themselves, and some openly defy Haruuc's edicts. Still, the goblinoids are more unified now than they have been since the Dhakaani empire collapsed roughly five thousand years ago.

Droaam also hosts a relatively large population of goblins, many as slaves to other races. A few independent tribes eke out an existence among the other monstrous races. These tribes are proud of their independence from Darguun, but they must be ever watchful and defend themselves from those of their land who would end that independence with death or slavery.

Illus. by A. Stokes

Settlements: Goblinoid settlements differ somewhat depending on race, tribe, and landscape. In general, goblinoids have built little in recent history. A tribal existence and almost constant warfare leaves little opportunity for making more than simple wooden fortifications. Instead, goblinoids excel at converting existing constructions for their own needs.

Under the Seawall Mountains, for example, the Dhakaani clans adapt natural caverns, mines, and the tunnels dug by the Dhakaani empire. In the highlands of the nation and on the slopes of the Seawall Mountains, the Marguul clans use caves, naturally defensible areas, and fortresses built during the Last War, building longhouses when such places are not available. In the lowlands, the Ghaal'dar clans cobble together villages and cities around the ruins of the Dhakaani Empire.

Communities in Darguun often have members of many races. Typically, settlements are populated mainly by goblins, hobgoblins, or bugbears. These are supported by goblin and kobold slaves, with some settlements using humans and members of other races as slaves. Tribes are multiracial, although an individual clan might be dominated by one particular goblinoid race.

In Darguun, tribal and clan membership is determined by merit. Someone who holds true to a tribe's customs, remains loyal, and fights off or kills enough of those who oppose his membership can be inducted into a tribe. Thus, even humans, kobolds, and gnomes can be found bearing the scars or brands that indicate tribe and clan.

When settlements are dominated by a single race, viewers can often determine which race that is by looking at the existing architecture. Goblins modify structures to lower doors and ceilings, often splitting a single story in a building into two. This makes taller races squat, kneel, and crawl in their buildings, showing goblin superiority. Hobgoblins alter the landscape and existing buildings for strong, organized defense. Entry points into buildings and cities typically require a force to funnel into an area overlooked by guards behind arrow loops. Bugbears prefer settlements and structures to be dark and convoluted, with many hiding places and dead ends. This gives them the home turf advantage and allows them to use the guerrilla tactics they prefer.

Power Groups: Haruuc maintains loose control of his nation. In theory, the country has a feudal system, with Haruuc demanding fealty, tribute, and military aid from the clans of the region. In practice, Haruuc maintains control mainly over the Ghaal'dar. The Marguul obey his edicts to varying degrees, and the Dhakaani pay him lip service at best.

Illus. by R. Wimberly

A hobgoblin and a goblin get caught up in a quarrel while a bugbear looks on from the shadows

The whole nation has the feel of a lawless frontier. Infighting abounds, and the strong rule the weak. Most people have respect for the idea of a lawful society, but when push comes to shove, duels and vengeance punish more crimes than any system of rules and regulations. The *Eberron Campaign Setting* goes into greater detail about these and other power groups in Darguun.

Beliefs: Many goblinoids of Darguun worship the Shadow or the Mockery, sometimes under a different name. Over the last century, due mostly to their travels during the Last War, goblinoids have learned of the other gods of the Sovereign Host. Haruuc took up Dol Dorn as his patron and has spread that faith among his followers. Temples to Dol Dorn, Dol Arran, and Balinor can be found in the capital of Rhukaan Draal, but Darguun as a whole is ruled by worship of the Dark Six.

The Dhakaani tribe is the other exception. The clans of the caverns and hidden places are agnostic and pay homage to the legends of their great past through the songs and stories of bards. Clerics have no place among them, because worship of a deity distracts from reverence for the Empire of Dhakaan. City goblins worship the Sovereign Host to some degree, but many also pay greatest respect to a member of the Dark Six (although they take pains to hide this fact from others).

Language: Goblinoids share common speech patterns and vocabulary despite differences of race. Bugbears, goblins, and hobgoblins all speak Goblin, and bugbears and hobgoblins also speak Common. Around other races, goblinoids often speak Goblin, but around goblin slaves, hobgoblins and bugbears often speak Common. When speaking to one another, goblinoids often intermix Common and Goblin, using whatever terms are most applicable at the moment.

Goblin names for the creations of other races tend to be several Goblin words strung together to describe the object, so goblinoids can most often be heard using a word in Common when the Goblin phrase is too long. For instance, even at the height of the Dhakaani Empire, goblinoids didn't build ships with sails, and thus, even when a goblin speaks Goblin, it might say "sailboat" in Common rather than "little-warship-not-for-war-with-big-blanket-to-hold-wind" in Goblin.

Race can have an effect on the way a goblinoid speaks. Bugbears tend to speak as little as possible. Even when separated by great distance, bugbears tend to communicate intent through pantomime punctuated by growls or grumbles rather than shouting. On the other hand, hobgoblins seem to relish raising their voices. They shout over one another, stating facts in the tone of commandments and questions like demands. Goblin slaves speak as little as possible to avoid attracting attention, but free goblins and slaves left alone tend to yammer with great energy, punctuating speech with hollering and screeches.

Relations: City goblins get along well enough with every race. They sometimes have conflicts with individuals from the wilderness who are unused to goblins being part of polite society, but for the most part, the goblinoids of the major cities are tolerated simply as members of the underclass.

The nation of Darguun is similarly tolerated, but the same cannot be said for its people. A great deal of bad feeling exists toward the goblinoids of Darguun. The wounds of the Last War still ache; the people of Breland and now-ruined Cyre haven't forgotten the treachery that allowed the creation of the goblinoid nation. Thrane has never fully accepted Darguun, despite signing the Treaty of Thronehold; many people of other nations hate the goblinoids for keeping their countrymen as slaves or for harboring criminals. Of course, many people can't really tell the difference between a Darguun goblinoid and a city goblin, so as long as a Darguun goblinoid takes up the trappings of civilized society, he can travel in other realms relatively unmolested.

GOBLINOID CHARACTERS

Goblinoid PCs offer a wealth of roleplaying opportunities and mechanical benefits unavailable to other races. Accustomed to danger and hardship, goblinoids are savage opportunists and canny opponents.

Adventuring Goblinoids: Goblinoids adventure for many different reasons: fame, fortune, freedom, or the growth of their empire. Life in a goblinoid settlement always holds the threat of conflict, so adventuring seems to some to be less of a risk than simply living at home. Also, goblinoids can earn respect and even leadership in their clans through great deeds of heroism or villainy; even slaves attempt adventuring to improve their standing.

City goblins most often resemble the typical adventurer. They take up the trappings of other races, seek adventure for the same reasons, and even share many of the same morals. City goblins of any type often adventure to raise their standing in the community and to increase respect for all city goblins.

Goblinoids view adventurers as epic figures. They honor the great heroes of the past, and they respect powerful adventuring individuals. At the same time, goblinoids also view goblinoid adventurers as a threat. Leaders in particular worry about the respect and power an adventuring goblinoid can earn. This can make for hostile reactions to adventurers returning home.

Character Development: Goblinoids have varying skills and abilities. Each race has its advantages and disadvantages, and these should play into your decisions about your goblinoid character.

Goblins make excellent rogues. Their high Dexterity, racial bonus on Move Silently checks, and size bonus on Hide checks make the rogue class a strong choice, and their darkvision and high speed for their size help offset the penalties they have to Strength and Charisma.

Goblins also make good rangers. In addition to their bonuses on Hide and Move Silently checks, goblins have a +4 racial bonus on Ride checks. The archery combat style is the better choice because of the goblin's racial bonus to Dexterity, and a wolf animal companion provides a goblin with a swift mount.

In either case, consider multiclassing as a fighter to take advantage of the fighter bonus feats. Fighter bonus feats benefit the ranger in particular, allowing the character to take Point Blank Shot, Precise Shot, Mounted Combat, and Mounted Archery while still at a relatively low level.

Hobgoblins make strong fighters, but their racial bonus on Move Silently checks and to Dexterity make the rogue class an even better choice. Other classes are equally as good choices as the fighter, as even a sorcerer benefits from having a higher Dexterity and Constitution. Because of the +1 level adjustment, the player of a hobgoblin PC should concentrate on maintaining a high AC at low levels to protect the character's smaller number of hit points. By 4th level or so, the hobgoblin's racial bonus to Constitution should have made up for that lost ground.

Bugbears have racial Hit Dice and a +1 level adjustment, but the level adjustment and humanoid HD are worth suffering in exchange for the bugbear's racial bonuses to ability scores, +3 natural armor, scent, and +4 racial bonus on Move Silently checks. Fighter, ranger, barbarian, and rogue are the strongest class choices for the bugbear, with barbarian being the best. The bugbear's racial ability bonuses and natural armor complement the barbarian's rage ability and need to wear light armor. Spellcasting classes are poor choices due to the four effective levels that are lost to the bugbear's race. The wizard and sorcerer classes are particularly weak choices, since the bugbear's bonus to Strength is largely useless to these classes.

Character Names: Goblinoid names tend to have vowel sounds that are spoken longer than usual for most languages. In male names, these vowel sounds are most often couched between a soft consonant and a hard consonant. In female names, the sound lies between two soft consonants. Most names have two syllables, but a few have three. Some goblins are given names that describe some deed or aspect of the individual.

Goblinoids of the three types use the same names and naming conventions despite tribal differences. The Dhakaani tend to use older names and they rarely incorporate words from Common into names for individuals, but most nongoblinoids find the distinction hard to make.

Male Names: Drevduul, Gudruun, Kallaad, Krootad, Reksiit, Wuudaraj.

Female Names: Belaluur, Draraaar, Kelaal, Rekseen, Shedroor, Tuneer.

GOBLINOID ENCOUNTERS

The statistics in the *Monster Manual* are excellent choices to represent the average tribal warriors of the goblin, hobgoblin, and bugbear races. In addition, the NPC Statistics section of the *Dungeon Master's Guide* presents full statistics for a 5th-level hobgoblin fighter, a 15th-level hobgoblin fighter, a 5th-level goblin rogue, and a 10th-level goblin rogue. It also notes adjustments to the statistics presented for each class for the bugbear, goblin, and hobgoblin. City goblins are most often experts or adepts, but some are hired guards and are warriors as in the *Monster Manual*.

The statistics below present a goblin assassin. This goblin could be the leader of a clan, the leader of a group of Dhakaani spies, or a city goblin who has found the

ROLEPLAYING A GOBLINOID

How you roleplay a goblinoid character depends upon his race and tribe, and whether he is a city goblin.

Don't expect much respect from others, but don't allow them to treat you as nothing, either. Your race has fought for what it has, and no one will take that from you.

If you're playing a bugbear, remember that silence is your ally. Speak little, and let your actions show your feelings. Stay upwind of likely foes to extend the range of your scent ability.

A hobgoblin PC should speak and think in terms of offense and defense. State things with authority. Demand things rather than ask questions.

The Marguul clans, largely made up of bugbears, are fierce and savage. Show that savagery in combat. Surprise foes with your viciousness.

The Dhakaani seek the return of the mighty Empire of Dhakaan. Remember the goals of your tribe and make decisions that help your people return to their former glory.

The Ghaal'dar are the most civilized of the goblinoid tribes, but they're still considered barbaric by most others' standards. You're used to shooting first and asking questions later. When someone offends you, demand satisfaction.

If you're playing a city goblin, keep in mind the ideas above, but remember that your kind has lived relatively peacefully among humans for generations. You would rather not do something to jeopardize that, so keep your barbaric side in check except among other goblinoids.

life of a hired killer to be more lucrative than that of a craftsman.

EL 8: This goblin assassin uses his wolf animal companion and his own skills to track victims wherever they might travel. When he finds them, he prefers to approach using stealth or trickery. Perhaps using the wolf as a distraction, the goblin fires a couple of poisoned arrows from close range then rides off on his animal companion. He can return later to track his target and see if the poison did its foul work.

Goblin Assassin: Male goblin ranger 5/assassin 3; CR 8; Small humanoid (goblinoid); HD 5d8+5 plus 3d6+3; hp 41; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +7; Grp +3; Atk +7 melee (1d6/19–20, longsword) or +10 ranged (1d6+1/×3, *+1 human bane longbow*); Full Atk +7/+2 melee (1d6/19–20, longsword) or +8/+8/+3 ranged (1d6+1/×3, *+1 human bane longbow*); SA death attack, favored enemy (humans +4, goblinoids +2), sneak attack +2d6; SQ animal companion (wolf), animal companion benefits, darkvision 60 ft., poison use, uncanny dodge, wild empathy +3 (–1 magical beasts); AL NE; SV Fort +6 (+7 against poison), Ref +9, Will +1; Str 10, Dex 15, Con 12, Int 11, Wis 9, Cha 6.

Skills and Feats: Disguise +2, Handle Animal +3, Hide +12, Listen +4, Move Silently +16, Ride +10, Search +5, Spot +5, Survival +5 (+7 to follow tracks); Endurance, Mounted Archery, Mounted Combat, Point Blank Shot, Track.

Death Attack: After studying a victim for 3 rounds and making a sneak attack and successfully deals damage, an assassin can choose to additionally either paralyze or kill the target outright. See page 180 of the *Dungeon Master's Guide* for more information.

Favored Enemy (Ex): A goblin assassin gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. He receives the same bonus on weapon damage rolls against humans.

Against goblinoids, the assassin gains a +2 bonus on these skill checks and on weapon damage rolls.

Animal Companion: See the wolf animal companion for the 5th-level gnoll ranger on page 121 of the *Dungeon Master's Guide*.

Poison Use: This assassin is skilled in the use of poison and never risks accidentally poisoning himself when applying poison to a weapon.

Uncanny Dodge: A goblin assassin retains his Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus if paralyzed or otherwise immobile).

Wild Empathy (Ex): A goblin assassin can improve the attitude of an animal in the same way that a Diplomacy check can improve the attitude of a sentient being. The assassin rolls 1d20+3, or 1d20–1 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Assassin Spells Known (caster level 3rd): 1st—*disguise self, true strike.*

Possessions: mithral shirt, *+1 human bane longbow,* longsword, 6 vials of greenblood oil.

GOBLINOID ADVENTURES

Adventures centering around goblinoids are likely deal with the young nation of Darguun and its internal or external politics. The Darguun section of the *Eberron Campaign Setting* offers many such adventure ideas. Consider those below in addition.

- Haruuc needs stalwart and adventuresome people to explore the southern wilderness. A single member of a hobgoblin party sent out to explore the region recently returned, raving about a city inhabited by isolationist hobgoblins who believe they are still part of the Dhakaani Empire. Haruuc doesn't believe this is true, but he needs to find what killed the hobgoblin party and drove the survivor mad or risk losing his grip on power as whole tribes set out in search of the lost city.
- A merchant recently returned from Darguun reports seeing a man thought killed in the Last War alive in the hands of a Marguul tribe. The man's family needs brave souls to seek him out and free him from slavery.
- A goblin hero is earning a great deal of praise in the poorer parts of Sharn by attacking thieves guilds and smugglers' rings. On the eve of his recognition by the government, he is assassinated. Investigation points to bugbears from Darguun sent by the leader of a Ghaal'dar tribe.

HALF-ELVES

"Why shed blood and tears when you can shed hostility?"
—Rothil Devarn, half-elf bard

Half-elves share the continent of Khorvaire with the other common races. When the elves first came to the continent and began mingling with the human settlers, the first half-elves were born. Over time, the half-elves gathered and formed two distinct family groups—the groups that eventually became House Lyrandar and House Medani. For two thousand years, the half-elves of Khorvaire have possessed a culture and society of their own. Occasionally, elves and humans still produce half-elves, but those belonging to the two half-elf dragonmarked houses breed true as a race of their own.

Lands: The half-elves of Khorvaire don't control nations, but their houses and guilds command key services for many countries. The first of these houses formed about two thousand years ago, around the time of the appearance

of the dragonmark of Storm. The second house came into its own five hundred years later and may have been an offshoot of the original half-elf community. Both groups weathered the War of the Mark and the Last War, and today half-elves with connections to both houses can be found in nearly every nation of Khorvaire.

Settlements: Half-elves, as members of two distinct dragonmarked houses, don't control nations of their own. They do have enclaves in most of the nations of Khorvaire, however, from which they conduct the business of their houses. Many cities have large half-elf populations with districts or neighborhoods dominated by half-elves. These boroughs usually resemble the rest of the city, at least superficially, but where a significant number of individuals of a given house reside, the buildings take on similar architectural detail as appropriate for that house.

House Medani holdings tend to be practical and open, with few places to hide and clear lines of sight. Members of House Lyrandar tend to decorate their buildings with symbols of storms. Window shutters might be carved to look like clouds, and lightning rods (a common feature of House Lyrandar architecture) are often shaped like lightning bolts reaching to the sky.

In addition, House Lyrandar controls the island paradise of Stormhome, which features the house's primary enclave. House Medani maintains an entire ward in the Brelish city of Wroat.

Power Groups: Two main groups have tremendous power within half-elf communities.

House Lyrandar holds the Mark of Storm; thus, half-elves run both the powerful Windwrights Guild and the Raincallers Guild. Together these guilds dominate shipping, travel, and agriculture.

House Medani is less influential in politics, but it commands the business of personal protection due to the Mark of Detection it bears. The house members' sterling reputations and stalwart guardianship have earned them many friends in high places.

Beliefs: Half-elves usually worship the Sovereign Host, though half-elves in Thrane often demonstrate fervent devotion to the Silver Flame. A few dabble in ancestor worship to emulate their elf heritage, but these are rare individuals. Of these, some have even taken up with the Valenar elves to help that new nation develop.

Language: Half-elves speak Common. A few half-elves learn Elven if they have an interest in a heritage that most of the race has forgotten or abandoned.

Relations: The businesses run by House Lyrandar and House Medani require that half-elves deal with many different types of people regardless of race or religion. Due to their heritage, half-elves have developed a tolerant attitude toward other races and ideas. The other races and houses must in turn show respect and tolerance toward half-elves due to the necessary services House Lyrandar renders.

HALF-ELF CHARACTERS

Half-elves offer the unique opportunity to play a character that combines some of the best traits of humans and elves, and their equanimity and charm win them friends among all races.

Adventuring Half-Elves: Half-elves often become adventurers. Their associations with the Warning Guild, the Windwrights Guild, and the Raincallers Guild take half-elves all over Khorvaire; the life of an adventurer often seems an exciting and more romantic alternative to doing house business—or a nice bit of business on the side. Half-elf adventurers typically accept the hardship of an adventuring life without complaint, focusing more on their goals and celebrating when the work is done than on the drudgeries and worries of the task at hand.

Some half-elves, particularly those not associated with one of the dragonmarked houses, adventure to prove themselves and to earn the respect or fear of their more complacent cousins. These half-elves project attitudes more tied to human ambition than to elf superiority. They tend to ride their emotions hard, being swift to anger, weep, and laugh.

Half-elves appreciate the adventuring spirit, but some think that adventurers should use their skills in service to their houses and their communities. These individuals often consider adventurers to be selfish glory-hounds, but they rarely allow this perception to alter how they interact with adventurers.

Character Development: Half-elves have no favored class, but their racial traits make them best suited to the bard and rogue classes, since these classes can capitalize on the skills for which half-elves receive racial bonuses. Feats such as Alertness, Investigator, and Negotiator

ROLEPLAYING A HALF-ELF

Here are some ideas for how to roleplay a half-elf.

You were born with a silver tongue, so use your skills. Talk up the shopkeeper before you buy something. Stop by the taverns in town and become a local.

Negotiation is always an option, even if you know you must fight. Talk to your enemies to buy yourself or your allies time to prepare or escape.

Many half-elves are associated with one of the two half-elf dragonmarked houses. Use that association to your advantage, even if you're not a member of House Lyrandar or House Medani.

further capitalize on these benefits, giving a half-elf of any class a good chance to talk his way out of trouble or learn about it before it happens. Also, consider taking the Least Dragonmark (Storm) feat. This will give you the opportunity to drive the magic vessels many across Khorvaire rely on for travel.

Character Names: Half-elf names derive from both human and elven origin, but they have developed into something completely separate from their cultural origins.

Male Names: Arimart, Enilam, Ivello, Sovelom, Tham, Thariv.

Female Names: Drusila, Fellise, Ieleen, Mia, Silloene, Xanaph.

HALF-ELF ENCOUNTERS

The statistics block below could represent the pilot or captain of a House Lyrandar airship or galleon. With a little modification to skill selection, the statistics could be used to represent a more land-bound half-elf bard.

EL 5: The House Lyrandar pilot presented below is a veteran of many shipboard battles and is likely the captain or an important officer aboard ship. He might be a veteran of the Last War with many stories of that conflict, or he could be an explorer and adventurer who looks forward to dangerous voyages that present the opportunity to earn glory.

House Lyrandar Pilot: Male half-elf bard 5; CR 5; Medium humanoid (elf); HD 5d6; hp 18; Init –1; Spd 30 ft.; AC 14, touch 9, flat-footed 14; Base Atk +3; Grp +2; Atk or Full Atk +2 melee (1d8–1/19–20, longsword) or +2 ranged (1d6/×3, shortbow); SQ bardic knowledge +6, bardic music 5/day (countersong, inspire competence, inspire courage +1), half-elf traits, low-light vision; AL N; SV Fort +3, Ref +3, Will +4; Str 9, Dex 8, Con 11, Int 12, Wis 10, Cha 14.

Skills and Feats: Balance +7, Diplomacy +6, Gather Information +7, Knowledge (nature) +5, Listen +9, Perform (song) +8, Profession (pilot) +8, Search +2, Spot +9, Survival +4 (+6 aboveground); Great Fortitude, Least Dragonmark (Storm).

Half-Elf Traits: Half-elves have immunity to magic sleep effects. For all effects related to race, a half-elf is considered an elf.

Bard Spells Known (4/4/1 per day, caster level 5th): 0—*detect magic, know direction, light, lullaby* (DC 12), *message;*

A half-elf bearing the Mark of Storm stands aboard a moored elemental airship

Illus. by C. Wen

1st—*animate rope, charm person* (DC 13), *cure light wounds, feather fall;* 2nd—*blur, invisibility, sound burst* (DC 14).

Possessions: +1 studded leather, longsword, shortbow with 30 arrows, *amulet of natural armor +1, Quaal's feather token* (fan).

HALF-ELF ADVENTURES

The PCs will likely encounter many half-elves in their travels, particularly if they wish to travel across the sea.

- A half-elf looking to learn more about his elf ancestry seeks companions to travel with him to Xen'drik. In truth, the half-elf seeks revenge for a lover killed by the drow in Xen'drik; he needs allies to help him eradicate the tribe responsible.
- A killer has been murdering half-elves in Sharn. The killer has avoided attacking House Medani members and those guarded by House Medani. Investigators have found evidence that the killer is a House Medani member; other half-elves, particularly those of House Lyrandar, now believe House Medani ordered the attacks to bolster their business. House Medani needs to hire non-house members to investigate the crime and sort out what's really going on.
- The child of an important Lyrandar House member stowed away on an airship that was attacked by air pirates. The pirates are rogue Lyrandar half-elves bearing the Mark of Storm, and they've decided to keep the half-elf boy. House Lyrandar needs the aid of warriors willing to bring in all the half-elves alive.

Illus. by N. Percival

HALF-ORCS

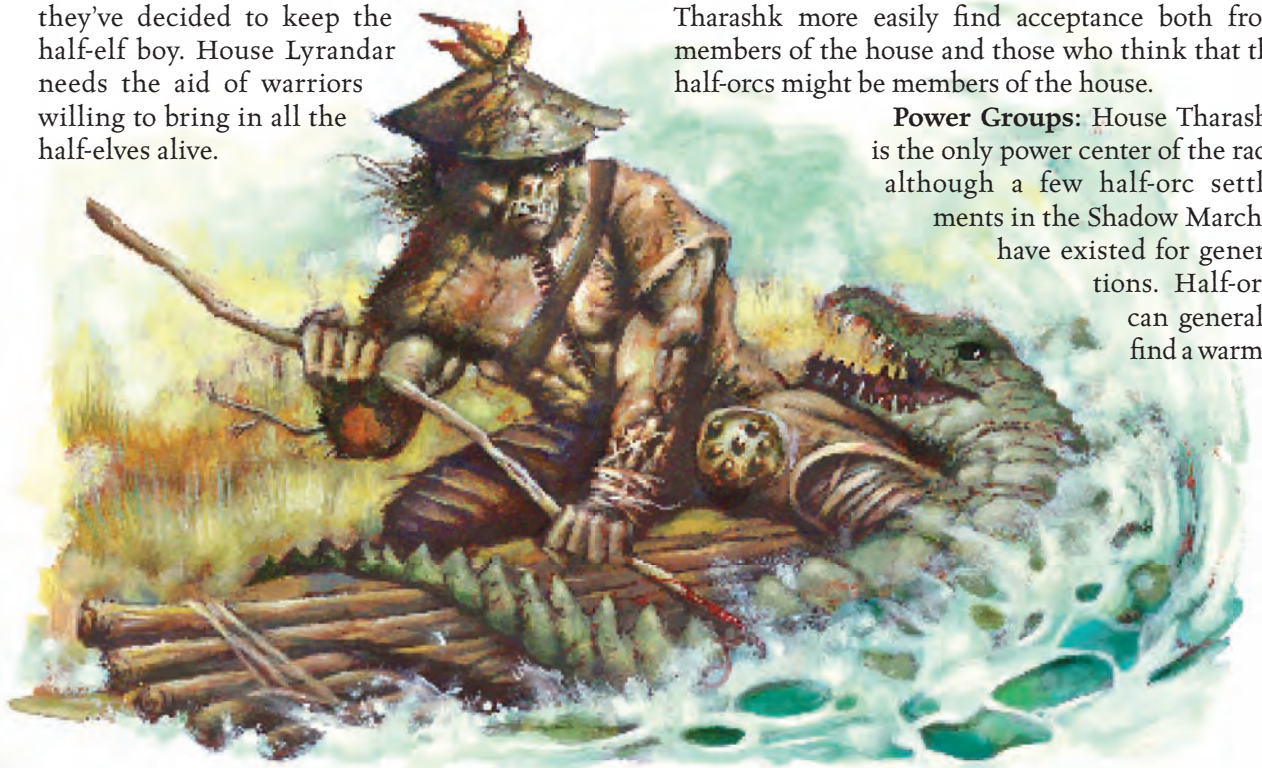
"I might be a half-orc, but I'm more of a man than you."
—Drell, half-orc House Tharashk caravan guard

Strong and capable, half-orcs ably straddle two worlds: the civilized culture of humans and the tribal nature of orcs. Having existed alongside humans for centuries, half-orcs tend to be accepted among other races when found. Their hard work and brave hearts are valued by many.

Lands: Half-orcs are rare, due in large part to the isolated and insular nature of the orc tribes. The Eldeen Reaches, Droaam, and the Shadow Marches hold the largest populations of half-orcs, in ascending order of size. The half-orcs of the Eldeen Reaches descend from the small population of Gatekeeper orcs in the region. The half-orcs of Droaam are largely members of House Tharashk and ambassadors of its desires in the monster-ruled region. Humans and orcs have been living together in the Shadow Marches for two thousand years, and indeed, the union of humans and half-orcs provoked the creation of House Tharashk.

Settlements: Half-orcs live among other races, primarily humans and orcs. In the Shadow Marches, shared orc and human settlements host large half-orc populations and a single orc-human culture. In other nations, half-orcs often live in or near House Tharashk holdings, working for the house or in businesses that support the house. Half-orcs who work near House Tharashk more easily find acceptance both from members of the house and those who think that the half-orcs might be members of the house.

Power Groups: House Tharashk is the only power center of the race, although a few half-orc settlements in the Shadow Marches have existed for generations. Half-orcs can generally find a warmer



A half-orc fights off a crocodile with a makeshift weapon

welcome from members of House Tharashk and the settlements and tribes of the Shadow Marches than they can from the communities of other races.

Beliefs: Half-orcs worship the deities of humans and orcs. Many follow the Sovereign Host, while half-orcs of the Eldeen Reaches and the Shadow Marches often take up the Gatekeepers' faith.

Language: Half-orcs often speak both Orc and Common, regardless of what race they were brought up with. Speaking both languages allows half-orcs to socialize easily with both races. When speaking to others of their kind, half-orcs often blend the two languages, picking words and phrases that best suit their needs regardless of grammar. Half-orcs socialize in much the same manner as humans, although those raised among orcs often have a tendency to unapologetically blurt out whatever they are thinking or feeling.

Relations: While half-orcs initially faced a great deal of prejudice, the creation of House Tharashk and the existence of the Mark of Finding has forced other races to accept half-orcs. Respect for the house (and fear of its reprisal) now protects half-orcs from violence based solely on race, and many people accept the half-orcs among them with light hearts. Half-orcs face the most resistance to their presence in Thrane, where the notion of civilized orcs and respect for the Gatekeepers has never taken root. Also, areas where rogue orc tribes prey on the fringes of society are unwelcoming of half-orcs and often suspect them as spies.

HALF-ORC CHARACTERS

Half-orcs are powerful combatants with the advantage of darkvision. Their lower than average Intelligence and Charisma scores can be a liability in social situations, but these disadvantages can be compensated for by good skill and feat selection or by allowing another more diplomatic PC to do the talking.

Adventuring Half-Orcs: Half-orcs often take to a life of adventure as a means to gain respect and wealth and as a way, besides manual labor, of taking advantage of their great strength. The dangerous Shadow Marches and the wild Eldeen Reaches often make adventuring a natural choice for half-orcs who live there, since they have become accustomed to the rigors of such a life.

Half-orcs who work for or are members of House Tharashk also find adventuring to be an obvious way of life, because the house often sends its members on quests into the wild to find resources and employs many as inquisitives and law enforcers.

Half-orcs think of adventuring as a respectable and exciting occupation. Many half-orcs have risky occupations, and the adventurer's path seems a bold and proud one to most of that race.

Character Development: Half-orcs often benefit from taking feats and ranks in skills that suit their great strength, but a half-orc wishing to be more of an ambassador among his two peoples should look to the synergy of skills. Diplomacy gains a +2 bonus from each of 5 ranks in Bluff, 5 ranks in Knowledge (nobility and royalty), and 5 ranks in Sense Motive. All three skills would be useful to a half-orc, and the strategy of taking 5 ranks in each without spending skill points on Diplomacy gives a half-orc a strong set of social skills despite the race's Intelligence and Charisma penalties.

Character Names: Half-orcs use the names of humans and orcs, but some half-orc names are a blend or abbreviation of sounds or words from both Common and Orc.

Male Names: Bravejo, Devent, Fuddok, Kad, Timmok.
Female Names: Anika, Bertha, Ket, Maia-Zak, Zarra.

HALF-ORC ENCOUNTERS

Half-orcs can be powerful fighters, but their association with House Tharashk opens up a world of other types of roleplaying encounters. The statistics block below describes a half-orc inquisitive. PCs might encounter an inquisitive because one is investigating their involvement in some mystery, or they might be trailed by one hired by someone interested in the PCs' exploits. The statistics could also be used for a member of a city's law enforcement or for a bounty hunter. For statistics representing a half-orc barbarian, see page 112 of the *Dungeon Master's Guide*. There you'll find a 5th-level and a 10th-level half-orc barbarian.

EL 2: This half-orc inquisitive might be encountered at the scene of a crime, or he might approach the PCs about what they know about a recent mystery. While

ROLEPLAYING A HALF-ORC

Your half-orc character is a blending of both human and orc, and you're likely familiar with both cultures.

Your heritage is nothing to be ashamed of, so don't suffer an insult to it. Give as good as you get.

Use Orc terms and words in your speech. Make up Orc metaphors and aphorisms. There are no set rules for the Orc language, so feel free to make things up as you go. When not in the company of orcs or half-orcs, your character might make up false proverbs as a bit of fun.

You're likely stronger than others around you, so don't be afraid of hard work or tough fights. Take the initiative and go at such tasks with gusto.

many inquisitives are experts, this half-orc is an experienced warrior and willing to capture criminals as well as track them down.

Half-Orc Inquisitive: Male half-orc ranger 1/rogue 1; CR 2; Medium humanoid (orc); HD 1d8+1 plus 1d6+1; hp 13; Init –1; Spd 30 ft.; AC 16, touch 9, flat-footed 16; Base Atk +1; Grp +2; Atk or Full Atk +2 melee (1d8+1/19–20, longsword) or +2 melee (1d6+1, sap) or +0 ranged (1d8/×3, longbow); SA favored enemy (humans +2), sneak attack +1d6; SQ darkvision 60 ft., half-orc traits, trapfinding, wild empathy +2 (–2 magical beasts); AL LN; SV Fort +3, Ref +3, Will +1; Str 12, Dex 8, Con 12, Int 13, Wis 13, Cha 12.

Skills and Feats: Bluff +4, Diplomacy +7, Disable Device +4, Disguise –1 (+1 acting in character), Intimidate +6, Listen +5, Search +5, Sense Motive +6, Spot +5, Survival +2 (+4 following tracks); Investigate, Track.

Favored Enemy (Ex): An inquisitive gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. He receives the same bonus on weapon damage rolls against humans.

Half-Orc Traits: For all effects related to race, a half-orc is considered an orc.

Trapfinding (Ex): An inquisitive can find, disarm, or bypass traps with a DC of 20 or higher. He can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If his Disable Device result exceeds the trap's DC by 10 or more, he discovers how to bypass the trap without triggering or disarming it.

Wild Empathy (Ex): An inquisitive can improve the attitude of an animal in the same way that a Diplomacy check can improve the attitude of a sentient being. The inquisitive rolls 1d20+2, or 1d20–2 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Possessions: +1 chain shirt, heavy wooden shield, longsword, sap, longbow with 30 arrows, *elixir of truth*.

HALF-ORC ADVENTURES

Half-orc adventures can involve many of the same themes as human and orc adventures, so a large number of possibilities exist.

- A holy relic was recently stolen from a temple of the Silver Flame in Thrane. The inquisitives hired from House Tharashk found the relic in the house holdings. House leaders believe someone tried to frame their house for the crime, but they can't trust all their house members and employees. Now House Tharashk is discreetly looking for a group of reliable adventurers, first to replace the relic in the temple without alerting the clerics to the house's involvement, then to find out who brought the relic to the house.
- House Tharashk needs guards for a diplomatic mission in Droaam and is hiring half-orcs and orcs in preference to other races. A group with a half-orc to serve as diplomat could be hired on for the lucrative but dangerous mission.

HALFLING, KHORVAIRE

"Don't waste my time telling me of battle. I battle death itself."
—Kaerlin, House Ghallanda healer

Quick, capable, and adaptable, halflings have found wealth and adventure among the nations of Khorvaire. From their humble beginnings in the wilds of the Talenta Plains, today halflings can be found throughout the Five Nations and beyond. Most have some connection to one of the two halfling-controlled dragonmarked houses, but a few nonaffiliated halflings have made their way to the great cities in search of fame and fortune.

In the Talenta Plains, tribal halflings carry on the ancient traditions and live a nomadic existence. In the cities of the Five Nations, generations of halflings have grown up without ever seeing their ancient homeland. Between these two distinct lifestyles, the house agents operate. These are the members of the houses that move freely between the cities of Khorvaire and the Talenta Plains, switching mindsets and outfits as easily as bards switch roles on the stages of Middle Menthis's theater district. While these halflings can move with ease between the "city culture" and the traditions of the Talenta Plains, they usually carry small reminders of their ancestors' culture on them at all times.

Halflings associated with one of the dragonmarked houses and living in the Five Nations see themselves as members of their house first and as halflings second. Many feel a kinship with the nation and community in which they live, but outwardly at least all members of a dragonmarked house must maintain the appearance of neutrality.

The halflings of House Jorasco are cosmopolitan and cultured in the ways of the Five Nations. As members of the prestigious Healers Guild, they serve all in need (and who can pay) with both mundane and magical healing.

The halflings of House Ghallanda maintain more ties to the Talenta Plains and keep more of the ancient traditions of their people—even if some of those traditions have been updated to life in the Five Nations. The Hostelers Guild's members work to enforce standards of quality and cleanliness throughout the best inns and eating establishments across Khorvaire, and the seal of the house ensures travelers that they will receive excellent service in any business bearing the mark.

KHORVAIRE HALFLING CHARACTERS

Although small in stature, halflings make surprisingly dangerous warriors and gifted spellcasters. Their loyalty and healthy sense of adventure make halflings dedicated and resilient adventuring companions, and their predilection for stealth and self-reliance makes them excellent survivors.

Adventuring Khorvaire Halflings: Halflings often adventure out of loyalty to their companions—both their natural dispositions and the remnants of the Talenta culture make halflings keenly aware of the value of close friendships. Many equate close friends to family and show extreme loyalty to both. In addition to loyalty, halflings have a keen sense of curiosity about the world around them. Their emphasis on readiness and self-reliance keeps them ready to face whatever challenges arise.

The sophisticated halflings of Khorvaire look up to no one

Character Development: Halflings should choose classes and fighting techniques that take advantage of their small size while mitigating any weaknesses. With physical gifts that make them more adept at avoiding blows and resisting spells, one of the most obvious ways to do this is through spellcasting. It's hardly surprising, then, that the halflings of the Five Nations include powerful wizards and healers.

Halflings who retain more of the warrior values of their Talenta heritage often prefer ranged weapons such as bows and slings, as well as feats that improve the use of such weapons. Most noted of all, however, are the halfling rogues and scouts who take advantage of natural stealth to move unseen through the most dangerous situations.

In addition, you might want to keep the following personality traits in mind when playing a halfling character. Originally from a nomadic culture, halflings often attempt to keep their personal possessions to a minimum. They seek high-quality goods but want to be able to travel quickly and on short notice. Along with this, possessions are not nearly as important as friends and family; many halflings of the Five Nations retain the emphasis that Talenta halflings place on loyalty to family.

A few city halflings try to adopt the traditions of their ancestors and bring the Talenta Plains into the "civilized" regions. Some pull it off, but usually only a true "son of the Plains" can successfully wear tribal gear and keep a dinosaur in places like Sharn and Flamekeep.

Character Names: For the most part, halflings of the Five Nations follow the naming conventions of the society they live in rather than the traditions of their relations on the Talenta Plains.

HALFLINGS, TALENTA

"If you want to judge me by my height, do so by my height in the saddle."

—Havil, Lath of the Greenback Clawfoots tribe

Savage masked hunters and deadly dinosaur riders, Talenta halflings present an imposing image that they meet and easily exceed. Physically indistinguishable from Khorvaire halflings, Talenta halflings nevertheless stand apart as a unique and important force on the continent.

Lands: Talenta halflings roam the plains that are their namesake. Talenta halflings travel through these rolling, arid grasslands in the traditional tribal units much as halflings have done for thousands of years. Nomadic by nature, Talenta halflings rarely stay in one place for

Illus. by R. Wimberly

Illus. by E. Deschamps

Talenta halflings and their dinosaur mounts are the masters of the plains

more than a month and move the tribe to follow the herds they hunt.

Settlements: The Talenta Plains hold only one permanent halfling settlement: Gatherhold, the communal city of all tribes. Talenta halfling tribes live in temporary camps made up of tents they can easily set and strike.

Not wanting to slow themselves or their dinosaur mounts, Talenta halflings carry few possessions. What items they do carry they decorate heavily. Their tents in particular bear ornate designs. Most Talenta art features bold geometric shapes and thick lines, and their tents use these designs along with pictures to tell the story of the tribe's history.

Power Groups: Talenta halflings share rule of the Talenta Plains. Just as halflings hold each individual to be equal in the eyes of the tribe, each tribe is held to the same worth as all the others, no more or less important. The halflings collectively "rule" their nation by sharing a culture and values, and by uniting against common foes.

House Ghallanda and Lathon Halpum are the only real powers in the region. House Ghallanda has representatives in nearly every tribe and keeps Gatherhold ready for occupation. The house can't overtly exert influence over the tribes, and it doesn't have any desire to do so, but its members are respected by many.

The halfling called Halpum has the title of lathon, meaning leader of many clans. Lathon Halpum spoke for the united tribes at Thronehold at the end of the Last War. His diplomacy garnered the halflings their own nation, freeing them from vassal status to Galifar and nominal conquest by nearby countries. Lathon Halpum is still greatly respected by many and could likely unite the tribes again should the need arise.

Beliefs: Talenta halflings follow a unique religion of spiritualism blended with worship of Balinor, Lord of Beasts and the Hunt. Hunting is a powerful concept in Talenta halfling culture, and all halflings in a tribe are considered hunters despite what their daily duties might be. Talenta halflings honor both the spirits of their dead and the spirits of the dinosaurs they ride and hunt. In particular, they value the souls of their mounts, believing that by putting on their hunting masks and riding their mounts into battle or the hunt they bond with the dinosaurs, sharing souls.

Language: Talenta halflings tend to be suspicious of the habits and trappings of civilization. Because of this, they often don't know or refuse to use other races' words for objects. When speaking another language, they might use phrases to identify objects rather than the objects' names.

In conversation about topics outside their realm of experience, Talenta halflings tend to remain silent and attentive despite a disinterested air they might adopt. When speaking of things about which they know, Talenta halflings assume leadership roles and might even be patronizing to other races or more settled halflings.

Relations: Most of the world views Talenta halflings as strange and savage. Their culture is alien and often frightening to outsiders. Talenta halflings take no pains to hide the brutality of their traditions and see no reason to excuse their ways. This is balanced in most people's eyes by the fact that the halflings generally have no prejudice against other races beyond their generally dim view of urban life. The elves of Valenar are the main exception. Nearly every tribe of Talenta halflings has had a skirmish with the aggressive elves, and the halflings view Valenar with both enmity and respect.

TALENTA HALFLING CHARACTERS

Deadly hunters and dinosaur riders, Talenta halfling adventurers bring their brutal and predatory ways to everything they do. Donning their hunter's masks, Talenta halfling adventurers make prey of enemies, herding foes into traps and harrying villains with surprise attacks.

Adventuring Talenta Halflings: Talenta halflings who leave their tribes for lives of adventure often learn to move between societies, taking up the ways of their citybound relatives around other cultures and donning their hunter's masks upon returning home to the Talenta Plains. Other Talenta halfling adventurers remain bound to their tribal ways. These adventurers are something of a curiosity in the cities of Khorvaire and have a fierce reputation that can make interacting with others difficult.

Talenta halflings are hunters. Risk takers by nature, many Talenta halflings therefore consider adventurers to be kindred spirits. On the other hand, Talenta halflings are bound by tradition, and those who break from that tradition are viewed with distrust.

The tribal halfling (either with a house connection or not) that leaves the Plains to take up the life of an adventurer is noticed wherever he or she goes. In full tribal gear, hunter's mask, and with a dinosaur at his side, the tribal halfling makes an imposing figure on the city streets of the Five Nations, or wherever his adventures take him.

Character Development: Talenta halflings make good rangers and rogues, and many hunters take both classes. Druid and ranger Talenta halflings can ride dinosaur animal companions. Of course, the mounted combat feats suit a Talenta halfling well, and Dinosaur Hunter and Dinosaur Wrangler, feats described in this book, offer Talenta halflings strong choices to help them deal with their mounts and their prey, as well as dinosaurs they might encounter while adventuring or during war.

Character Names: Talenta halflings rarely use more than one name. Halflings in the same tribe thus rarely share a name, allowing them to avoid confusion. When Talenta halflings do share a name, speakers usually use a physical or personality-based feature to distinguish between them in speech. Thus, a tribe with two halflings named Hoebi might call one Broken-Thumb Hoebi and the other Slow-Anger Hoebi.

Male Names: Gagi, Kabelund, Lanudo, Mabu, Rathan, Toebo.

Female Names: Dovi, Hebblu, Mebsa, Shenta, Studa, Tatha.

TALENTA HALFLING ENCOUNTERS

Halfling leaders are called laths. These officials are elected by popular vote from among the halfling tribe as a whole. Laths are often chosen for their strong hunting skills and their ability to lead the tribe during times of trouble.

A lath leads only for as long as he demonstrates the ability to lead and maintains the confidence of the tribe. Losing the leadership position rarely holds much stigma, however; only one of the tribe can lead at a time, and being chosen to lead at all is still a great honor. The statistics block below describes a halfling who might be lath for his tribe. A powerful warrior and peerless hunter, the lath might be one who can gather tribes under his leadership and become a lathon.

ROLEPLAYING A TALENTA HALFLING

Here are some tips for roleplaying a Talenta halfling. Feel free to use any or all of them.

You are a hunter by nature, so describe things in terms of predator and prey.

Don't wear your hunter's mask unless you intend to capture or kill some creature. Donning it is a sacred act.

When you don your hunter's mask, you experience a spiritual change. You become one with the hunt. When your mask is on, speak little if at all. Communicate with your companions with hand motions and whistles.

Civilization distances you from the spirits of your ancestors and the dinosaurs that are a cornerstone of your religious belief. If you must be in civilization for long, look for ways to reconnect to the natural world. You might leave town to sleep on the earth outside the city walls, or climb the tallest building to gain an unblocked view of the sky.

EL 9: This lath likely leads her best hunters on hunts and patrols and into battle. A deadly hunter, she could likely provide all the meat her tribe needs. Humility and the desire to have others learn her skills, however, keep her from claiming all the glory. PCs might meet her on the Talenta Plains during a hunt, or a lathon might send this great hero on some dangerous quest to other lands.

Halfling Lath: Female halfling ranger 9; CR 9; Small humanoid; HD 9d8+9; hp 65; Init +3; Spd 20 ft.; AC 18, touch 14, flat-footed 15; Base Atk +9; Grp +5; Atk +10 melee (1d6/×3, battleaxe) or +14 ranged (1d6+1 plus 1d6 electricity/×3, *+1 shock longbow*); Full Atk +10/+5 melee (1d6, battleaxe) or +12/+12/+7 ranged (1d6+1 plus 1d6 electricity/×3, *+1 shock longbow*); SA favored enemy (animals +4, elves +2); SQ animal companion (clawfoot), animal companion benefits, evasion, swift tracker, wild empathy +11 (+9 magical beasts), woodland stride; AL NG; SV Fort +8, Ref +10, Will +6; Str 10, Dex 17, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Climb +2, Handle Animal +12, Knowledge (nature) +15, Listen +16, Move Silently +3, Ride +15 (+19 dinosaurs), Search +13, Spot +14, Survival +14; Dinosaur Hunter*, Dinosaur Wrangler*, Endurance, Manyshot, Mounted Archery, Mounted Combat, Rapid Shot, Track.

*New feats described on page 108.

Favored Enemy (Ex): A lath gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against animals. He receives the same bonus on weapon damage rolls against animals.

Against humans, a lath gains a +2 bonus on these skill checks and on weapon damage rolls.

Animal Companion (Ex): This lath has a clawfoot animal companion. Statistics are found on page 279 of the *Eberron Campaign Setting*. Bonus trick: attack.

Swift Tracker (Ex): Track at normal speed without –5 penalty, or track at double speed with –10 penalty.

Wild Empathy (Ex): A lath can improve the attitude of an animal in the same way that a Diplomacy check can improve the attitude of a sentient being. The lath rolls 1d20+11, or 1d20+9 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Woodland Stride (Ex): This lath can move through natural thorns, briars, overgrown areas, and simlar terrain at normal speed. Thorns, briars, and overgrown areas magically manipulated to impede motion still affect her.

Ranger Spells Prepared (caster level 4th): 1st—*entangle* (DC 13), *magic fang*; 2nd—*barkskin*.

Possessions: masterwork studded leather, masterwork buckler, *+1 shock longbow* with 40 arrows, *gloves of Dexterity +2*.

The boomerang is a favorite weapon of many Talenta halflings

Illus. by R. Wimberly

TALENTA HALFLING ADVENTURES

Adventures that feature Talenta halflings likely feature whole tribes, as no Talenta halfling travels the Talenta Plains alone.

- A House Deneith caravan traveling across the Talenta Plains was decimated by an attack. The battleground is littered with dinosaur footprints and halfling weapons, but the tribes of the area disavow any such attack. The house is using its influence to demand political retribution, but are the halflings really to blame? If so, which tribe?
- Herds of threehorns are being decimated by a magical disease that resists House Jorasco's attempts to heal it. The halflings need someone to find the cause and the cure.

THE INSPIRED

"Kill me a thousand times. It will not matter. I will always return, and when the time is right I will have my vengeance."
—Lady Kashanshara of the Dreaming Dark

Humanity was born in Riedra, but human beings no longer rule the land of their birth. The lords of Riedra are slender and elegant, with delicate features that hint at elf blood. This beauty is a deceptive façade. The people of Riedra believe that their rulers are inspired by ancient wisdom. In truth, they are vessels of darkness who have willingly surrendered their bodies to dark spirits from the Outer Planes.

The Inspired are a race created through generations of controlled breeding and psionic manipulation. This created a subspecies of humanity ideally suited to channeling the essence of a quori spirit. Only a fraction of these vessels ever bond with quori and become Inspired; the majority serve as administrators in the courts of Riedra and captains in the armed forces, fulfilling tasks too important to be trusted to human hands yet too demeaning for one of the Inspired to handle.

For more than a thousand years, the quori have focused their energy on Sarlona. In the last millennium they have forged the disparate kingdoms into a mighty empire, transformed the populace into an army of devoted followers, and created a race of perfect hosts. Now the Inspired are turning their attention to Khorvaire. Inspired ambassadors can be found in most of the courts of Khorvaire, and some have taken up positions as advisers to noble families or guilds. The more dangerous quori are those who cannot be easily seen: the agents of the Dreaming Dark, who have used the chaos of the Last War to gain footholds throughout the Five Nations. Slowly, they are building their power—and the adventurers may be the only force that can oppose their plans.

Lands: Riedra is a vast territory, almost as large as Khorvaire itself. The terrain is dominated by temperate plains and gentle hills, but forests, deserts, and mountains are scattered across the realm.

Settlements: The communities of Riedra come in two sizes: small and enormous. Most people live in self-sufficient agricultural villages. Each network of villages is supported by a massive fortress-metropolis, which is home to the Inspired who govern the region. The overall aesthetic of Inspired cities is odd to human eyes; structures are built from crystal and glass alloyed with iron or hardened through the power of thought, and everything is curved and bent. These cities are beautiful, but they are dizzying and strange to foreign eyes. At night the buildings glow with an inner light, powered by the thoughts and dreams of the inhabitants.

One of the many wonders of Riedra are the *hanbalani altas*, or "sanctuaries for the soul." These are monoliths of stone and crystal, so large that they dwarf the nearby cities. The Inspired devote a tremendous amount of resources and manpower to the construction and maintenance of the *hanbalani*. The people of Riedra believe that these monuments are tombs for the memories of the departed—that the essence of the dead remains within a *hanbalan* while preparing to move on to the next life. In truth, the *hanbalani* are psionic anchors. Powered by the dreams of Riedra, these monoliths are slowly pulling Dal Quor into alignment with Eberron, repairing the damage done in the cataclysm that destroyed Xen'drik. Already, the quori have gained the power to possess creatures beyond their custom-bred vessels; as the planes grow closer, their power continues to grow.

Power Groups: Thirty-six fortress-metropoli are in Riedra. Each fortress has an overlord, supported by an efficient bureaucracy formed of lesser Inspired and empty vessels. As a whole, the country is ruled by a council of overlords, who meet in Dal Quor each night to discuss the affairs of the nation. This council is responsible for maintaining the affairs of Riedra, but it is the Dreaming Dark that determines the destiny of the quori. The Devourer of Dreams stands above the council, and any agent of the Dreaming Dark can command the obedience of a member of the Riedran court.

The Dreaming Dark is most active in Khorvaire and Xen'drik. Its agents are rarely seen in Sarlona, and the common folk know nothing about the shadowy cabal. After centuries of conditioning and exposure to the *hanbalani*, the people adore their Inspired overlords and have complete faith in their enlightened masters.

The security of Riedra lies in the hands of the Thousand Eyes. The Inspired commanders of the Thousand Eyes oversee military operations, including coastal defense and the continued siege of Adar. They also maintain a vast web of spies and assassins within Riedra. These agents primarily watch for foreigners and kalashtar saboteurs. If any Riedran should turn against the Inspired or threaten the stability of the nation, however, the Eyes will quickly cut him down. The bulk of the Eyes are human rogues and monks, while the commanders and elite agents are Inspired soulknives, telepaths, and psychic warriors.

Beliefs: The beliefs of the citizens of Riedra have been carefully crafted to serve the needs of the Inspired. They believe that existence is a long cycle of physical reincarnation en route to spiritual enlightenment. Enlightenment comes from hard work and serenely accepting your place in society. A Riedran doesn't expect to achieve anything in his current lifetime, but if he works diligently and obeys the Inspired, his soul will be reborn in a higher state in his next life. Riedrans don't believe in the existence of other planes, gods, or outsiders; they say that everything is a manifestation of the human spirit.

Demons and gods alike are the remnants of twisted souls who strayed from the true path and must now be destroyed. Arcane magic and divine magic both draw on the power of these twisted spirits, and by using these forces a character puts his own soul at risk; as a result, no loyal Riedran would consider becoming a spellcaster. The Inspired are believed to be the hosts of the most enlightened spirits, allowing the greatest souls of the past to guide the people in the present; their psionic powers come from within and are the result of their bond with the universe, unlike the unnatural powers of a wizard or a cleric.

These beliefs extend to the vessel families as well as the common peasantry; empty vessels eagerly await the chance to serve as bearers of the wisdom of the past, believing that it is the final step to enlightenment. Through the course of the bonding a vessel will eventually learn the true nature of his quori partner, but most vessels are soon corrupted by the power of the Inspired personality and no longer care about their old beliefs.

Riedrans consider all foreigners to be barbarians. Foreigners live for the pleasures of the moment and risk their eternal souls for temporary power. They are superstitious fools who make up gods and demons to avoid facing their own fears. They are violent and dangerous. As a result of these beliefs, Riedrans pity foreigners and do their best to avoid them.

As for the Inspired themselves, the quori believe only in the quori and the supremacy of the Dreaming Dark. The Dark is their god, and they see themselves as angels: divine and immortal, superior to any creature of mere flesh and blood. Humans are toys and cattle, tools to be put to use and thrown away when they have served their purposes.

Language: Riedran is the dominant tongue of the land. All vessels learn Quor, which is considered to be the language of the enlightened; most business in the Riedran courts is conducted in Quor. Many vessels learn Common in order to conduct business in foreign courts.

Relations: Throughout the history of Galifar, Riedra was an isolationist nation that had virtually no contact with the outside world. Over the last forty years this changed dramatically. Today Inspired ambassadors can be found in cities across the globe. Beautiful, clever, and generous with the wealth of their nation, the Inspired have found favor in the courts of Khorvaire. While they maintain a strict policy of neutrality, the lords of Riedra have strong ties to the young nation of Q'barra. The Inspired want access to the rich dragonshard deposits of Q'barra; the Q'barrans primarily trade for food and spices, but they have also accepted the aid of Riedran troops, allowing the Inspired to establish two garrisons to help defend against the lizardfolk and Lhazaar raiders. So far the Riedran soldiers have been a great help for the people of Q'barra, but the time could come when this foothold will prove a threat to Q'barra and Khorvaire itself.

INSPIRED CHARACTERS

Inspired are not intended for use as player characters. Virtual immortality and biplanar existence are both difficult abilities to balance within a party. The kalashtar are a better match for PC adventurers; newborn kalashtar (see page 59) are an option for characters who want to have a close tie to the Inspired for purposes of backstory.

Adventuring Inspired: The Inspired have no interest in personal wealth or power; their daily life is merely a shadow of their true life on Dal Quor. An Inspired may assemble a team of dungeon delvers to meet every night in Dal Quor and spend hours planning their next moves.

Being virtually immortal, Inspired make ideal recurring villains. Death and imprisonment are only temporary setbacks for an agent of the Dreaming Dark; as soon as she settles into a new vessel, she can return to battle the party once more. The Inspired should be the villains adventurers love to hate, turning up when least expected. After all, can a character ever be certain that the seemingly harmless innkeeper isn't possessed by his archenemy Torashana?

Here are some tips and ideas to use when playing one of the Inspired. These apply only if the true nature of the character is known; otherwise, the quori acts in a manner that fits its current disguise.

In a diplomatic situation, appear to be kind, generous, and understanding. Always maintain your composure and your manners. When your true nature is revealed, turn cold, calculating, and cruel.

Look for any opportunity to sow discord between characters. Sense Motive and telepathy allow you to identify touchy subjects—use these to your advantage.

Always remember that nothing that happens in this world can truly harm you. Laugh off threats of torture or death. The only thing that you fear is the Dreaming Dark itself.

ROLEPLAYING AN INSPIRED

The Inspired are cunning and subtle creatures. As true immortals, their patience is even greater than that of the elves; an Inspired scheme may take years or even centuries to come to fruition. If the Inspired have a racial flaw, it is their arrogance. An Inspired considers all mortal creatures to be animals, incapable of matching wits with an immortal; this may cause the Inspired to underestimate the abilities of an adventuring party. The Inspired are also extremely vain. They can overcome this flaw in order to accomplish a critical mission, but in general they expect to have the best of everything: fine clothes, exotic foods, and most of all beautiful hosts. An Inspired will quickly abandon a host who is crippled, disfigured, or beginning to suffer the ravages of age.

When dealing with the Inspired, it is important to bear their biplanar nature in mind. The quori spirit within the Inspired returns to Dal Quor while its host is asleep or unconscious. Because of the time differential between the planes, this means that a quori spends 40 hours in Dal Quor for every 20 hours it spends in the waking world. Among other things, this gives the Inspired an unparalleled ability to communicate and scheme. An Inspired spy in Flamekeep and an infiltrator in Sharn can

obtain an artifact on behalf of the Dreaming Dark or to carry out a short-term mission for the nightmare realm. Such adventurers will usually pose as kalashtar and employ human and demihuman dupes to help accomplish the mission.

Character Development: The Inspired generally avoid physical combat. Their feats and powers are typically oriented around mental manipulation and the acquisition of information. Inspired who do focus on the arts of war are generally monks or soulknives. With the addition of the psionic feats presented in the *Expanded Psionics Handbook* and this book, these stealthy warriors can be unpleasant surprises for any party not familiar with their hidden techniques.

Character Names: Inspired names have much in common with those of the kalashtar, since both are based on the Quor tongue. Inspired names are usually three to five syllables long, with a combination of hard and hissing consonants.

Male Names: Alharad, Duralan, Farashan, Jolorath, Laramesk, Moshakel, Shoralath, Zorash.

Female Names: Adashara, Daralashtai, Halatavi, Kashanshara, Morasha, Olashtai, Sharaktavi, Torali.

INSPIRED ENCOUNTERS

The schemes of the Inspired should be difficult for a mortal mind to unravel. Any single encounter is probably part of a larger scheme. If the party finds and destroys a thieves' guild controlled by the Inspired, it's possible that's exactly what the Inspired wanted; a month later the party may discover that the power vacuum created by the destruction of the guild allowed the Inspired to establish a new and stronger guild in place of the original. The goals of the Inspired should always be a mystery. The party may learn the truth in time, but it should never be easy.

With the notable exception of soulknife assassins, the Inspired prefer to avoid direct combat. The weapons of the Inspired are guile and psionic manipulation. An Inspired is far more likely to trick the local guards or thieves' guild into attacking the PCs than to face them in open combat.

A pair of Inspired—a female soulknife and a male psion

EL 8: This is a typical Inspired observer and insurgent. She could be encountered as an ambassador, a socialite, or an advisor to a wealthy family or guild. Combat is not her specialty; she will try to study the characters, learn their weaknesses, and use her unnatural charisma and mental powers to trick others into destroying the party.

Inspired Manipulator: Female Inspired psion (telepath) 5/monk 2; CR 8; Medium humanoid (human); HD 5d4 plus 2d8+12; hp 37; Init +1; Spd 30 ft.; AC 21, touch 15, flat-footed 20; Base Atk +3; Grp +2; Atk +2 melee (1d6–1, unarmed strike); Full Atk +2 melee (1d6–1, unarmed strike); SA psi-like abilities; SQ dual spirits, evasion, flurry of blows; AL LE; SV Fort +5, Ref +6, Will +12; Str 8, Dex 12, Con 10, Int 19, Wis 18, Cha 21.

Skills and Feats: Autohypnosis +13, Bluff +20, Concentration +13 (+17 to gain psionic focus), Diplomacy +22, Disguise +5 (+7 when imitating a human), Gather Information +10, Hide +6, Intimidate +16, Knowledge (history) +5, Knowledge (nobility and royalty) +9, Knowledge (the planes) +16, Knowledge (psionics) +16, Listen +9, Move Silently +13, Psicraft +16, Sense Motive +18, Spot +13; Deflect Arrows[B], Greater Psionic Endowment[B], Improved Unarmed Strike[B], Narrow Mind, Psionic Body, Psionic Endowment, Psionic Meditation[B], Strength of Two, Stunning Fist[B].

*New feat described in this book.

Psi-Like Abilities: 1/day—*body adjustment, id insinuation* (DC 17), *mindlink, psionic charm* (DC 15), *recall agony* (DC 17); 3/day—*body equilibrium, far hand, inertial armor, psionic scent.* Manifester level 6th.

Telepath Powers Known (power points 42, manifester level 5th): 1st—*conceal thoughts*[A], *defensive precognition*[A], *mind thrust*[A] (DC 15), *mindlink*[A], *psionic charm*[A] (DC 15); 2nd—*brain lock*[A] (DC 16), *cloud mind* (DC 16), *psionic suggestion*[A] (DC 16), *read thoughts* (DC 16); 3rd—*hostile empathic transfer*[A] (DC 17), *time hop* (DC 17).

A: Power can be augmented.

Possessions: brooch of shielding, ring of protection +1, cloak of resistance, headband of intellect +2, psionic tattoo of body

Illus. by S. Prescott

adjustment, psionic tattoo of concealing amorphia, psionic tattoo of elfsight.

INSPIRED ADVENTURES

Foreigners are not welcome in Riedra, so it is more likely that the Inspired will come to the party than that the adventurers will journey to the land of the Inspired. Because of the quori power of possession, almost any adventure can turn out to have a tie to the Inspired. An evil wizard, a mercenary leader, a suspicious prince—anyone could be a servant or host of the quori.

- A priest of the Silver Flame hates shifters. He has given his body to a quori spirit so that the quori can use its powers to stir up a crusade against the local shifter population. Can the party put an end to the racial violence? Why do the Inspired want to eliminate shifters?
- A kalashtar monk hires the adventurers to join her on an expedition into Xen'drik. She is trying to find an artifact from the first war with the Quori before it can fall into the hands of the Dreaming Dark or the Order of the Emerald Claw. In reality, she is an Inspired agent of the Dark. Will the adventurers recognize the truth before it's too late?
- A kalashtar elder asks an adventurer to penetrate the depths of Riedra and destroy one of the *hanbalani*. Can the party penetrate the borders of this mysterious land and evade the Thousand Eyes long enough to accomplish their mission? Can they find a way to escape with their lives?

ORCS

"Orcs lived in this land thousands of years before your race laid eyes upon it, and we will live here long after your kind has shut its eyes forever."

—Kavash, Gatekeeper hunter

Wise and wild, the orcs stand out as a race always on the edge of savagery. With a proud history and a sacred duty, orcs are guardians of some of the world's most ancient secrets.

Lands: Most orcs live in the Shadow Marches, a vast and rolling landscape of lonely moors and marshlands. Orcs have lived in the Shadow Marches for almost twenty thousand years, but a viewer wouldn't know that from looking at the place. Thousands of years ago, the orcs and goblinoids fought a great war against the daelkyr, but the ruins that spot the Shadow Marches are the remnants of daelkyr settlements, not those of orcs. Orcs have always had a tribal, hunter-gatherer existence. Today, despite the incursion of humanity and mixing of the races, most orcs continue their traditional nomadic lifestyles.

Settlements: The nomadic orcs rarely create any permanent settlements, even at locations of great religious significance. Orc settlements often consist of several round tents or yurts made of animal skins and long bamboo poles. Such camps lack defensive structures or watch towers, so orcs either place their encampments on high ground to view the surrounding territory, or camp on boats, where such structures would be cumbersome.

Orcs also live peacefully alongside the humans who came as refugees to the region from Sarlona 1,600 years ago. These orcs live more settled lives, sharing a unique blend of human and orc culture and residing in raft towns, stilt villages, and bamboo-walled hill towns.

Power Groups: Nine thousand years ago, the orcs were unified as a tribe or nation; the war with the daelkyr put an end to that. Since then, the orcs have been divided into hundreds of tribes. These tribes shrink and grow, absorbing other tribes, splitting apart, allying with one another, and fighting one another. Little binds them as a cohesive group but for race. In the past, however, this one feature has been enough, allowing the orcs to join together to defeat a common threat.

The main power groups among the orcs are the Gatekeepers, the cult of the Dragon Below, and House Tharashk. The Gatekeepers follow the druid traditions passed to them by the green dragon Vvaraak. Tribes devote themselves to the Dragon Below in varied manners; some are depraved and evil, but others are merely repugnant. House Tharashk pulls dragonshards from the swamps in the region, employing both orcs and humans in the effort to gain such rare and valuable treasures. These groups are described in detail in the *Eberron Campaign Setting*.

Beliefs: Orcs follow only a few religious paths but do so in many different ways, with the culture of the religion often varying by tribe. Three basic systems of belief hold sway: the Gatekeepers, the Sovereign Host, and the Dragon Below. Orcs have personalized each of these religions, changing the names and aspects of the Sovereign Host and each tribe giving its own interpretation to the worship of Khyber.

Only the nature worship and honor paid to the Gatekeepers remains stable, with a common view of the world across many tribes. This is due in no small part to the orc druids who have passed down through story and song the secrets given to them by Kharaak thousands of years ago.

Language: The nomadic orcs of the Shadow Marches tend to be laconic, rarely speaking when an action can show what they mean. When orcs speak, they tend to blurt out what they think and never apologize; they consider this behavior natural and commendable.

Relations: The orcs of the Shadow Marches are wary of others. In general, orcs judge an individual more

A trio of orcs battle to rescue a gnome from the clutches of an otyugh

Illus. by F. Vobwinkel

by his religion and actions than by his race. Yet each orc tribe has its own way of dealing with outsiders, regardless of the tribe's religion. Knowing an orc's tribe is a much surer way to understand him than simply knowing you're meeting an orc.

ORC CHARACTERS

Orcs have a proud history they can trace back tens of thousands of years. Orc heroes and heroines saved the world in the ancient past, and living orcs preserve that legacy.

Adventuring Orcs: Orc adventurers are most often far-ranging guardians and warriors for their tribes. They journey forth from the protection of their tribal enclaves to boldly face challenges in the Shadow Marches that threaten their clans. Such orcs might travel even farther afield if a tribal leader asks it of them; far-ranging orcs might be delivering a message, scouting territory, or seeking an item or person of importance.

Other orc adventurers split from their tribes to seek their fortunes elsewhere. These orcs might be shunned or hunted by their clans, but they rarely worry about the past and instead concentrate on their glorious futures.

Orcs consider many parts of the Shadow Marches sacred or taboo; they will often fight adventurers who attempt to access those places. In general, however, orcs treat most adventurers as they would any newcomers to their tribe's lands. Few who journey to the Shadow Marches can claim to be simple commoners, so orcs make little distinction among outsiders. Orc adventurers are looked upon as heroes or villains, depending on the tribes from which they come and their actions.

Character Development: Orc adventurers are most often barbarians, fighters, or rangers, with spellcasting orcs usually taking up the druid class and the Gatekeeper dogma. Orcs are powerfully strong creatures who benefit from class and feat choices that capitalize on that trait. Their sensitivity to bright light drives most orc adventurers to wear shaders during the day (see the sidebar).

Character Names: Orc names feature heavy consonants and few syllables. Clan names are often translatable as phrases, such as River Wolf, while first names normally are not. Sample names include:

Male Names: Bludak, Dreggis, Gahdtru, Kaddik, Turg.

NEW EQUIPMENT: SHADERS

Orcs of the Shadow Marches sometimes wear shaders during the brightest part of the day. Shaders are goggles of a sort that fit over an orc's eyes with a loop of leather tightened behind the ears. Made from a piece of wood or bamboo with a thin slot carved in it to see out of, shaders negate an orc's light sensitivity but impose a –1 penalty on Spot checks.

Cost: 1 sp.

Female Names: Anka, Guhrta, Karkute, Menko, Zarket.

Orc Encounters

Orcs make for doughty opponents in melee—and also at range, if they use thrown weapons or composite bows. Their great strength makes encounters with raging orc barbarians seem the most threatening, but barbarians backed up by a druid or two casting *bull's strength* can be a dynamic and exciting battle. Consider teaming orc barbarians such as the one below with the typical Gatekeeper initiate presented at the end of the Shadow Marches section of the *Eberron Campaign Setting* and with orcs from the D&D miniatures game, such as the orc raider.

EL 4: The orc presented below is an honored warrior among his people. Although he's likely not the most experienced fighter in his tribe, he is accomplished and has fought in many conflicts.

Orc Hunter: Male orc barbarian 2/ranger 2; CR 4; Medium humanoid; HD 2d8 plus 2d12; hp 22; Init +1; Spd 40 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +8; Atk +10 melee (1d8+6/×3, masterwork orc double axe) or +5 ranged (1d6+4, throwing axe); Full Atk +8/+8 melee (1d8+4/×3, 1d8+2/×3, masterwork orc double axe) or +5/+5 ranged (1d6+4, throwing axe); SA favored enemy (aberrations +2), rage 1/day; SQ darkvision 60 ft., fast movement, uncanny dodge, wild empathy +0 (–4 magical beasts); AL CN; SV Fort +7, Ref +5, Will –1; Str 18, Dex 12, Con 11, Int 8, Wis 7, Cha 6.

Skills and Feats: Knowledge (nature) +4, Listen +5, Spot +3, Survival +5, Swim +9; Exotic Weapon Proficiency (orc double axe), Power Attack, Quick Draw, Track, Two-Weapon Fighting, Weapon Focus (orc double axe).

Favored Enemy (Ex): An orc hunter gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against aberrations. He receives the same bonus on weapon damage rolls against aberrations.

Rage (Ex): An orc hunter can rage once per day for up to 6 rounds. When raging, he has the following characteristics: hp increase by 4; AC 14, touch 9, flat-footed 13; Grp +10; Atk +10 melee (1d12+9/×3, masterwork greataxe); Full Atk +10 melee (1d12+9/×3, masterwork greataxe); SV Fort +9, Will +1; Str 22, Con 15.

Uncanny Dodge (Ex): An orc hunter retains his Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus if paralyzed or otherwise immobile).

Wild Empathy (Ex): An orc hunter can improve the attitude of an animal in the same way that a Diplomacy check can improve the attitude of a sentient being. The hunter rolls 1d20+0, or 1d20–4 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Possessions: +1 chain shirt, cloak of resistance +1, masterwork orc double axe, 4 throwing axes, *potion of bear's endurance, elixir of sneaking, silversheen.*

ORC ADVENTURES

Adventures involving the orcs of the Shadow Marches likely involve the dragonshards that can be found in the region or the daelkyr ruins that are taboo to some tribes and sacred to others.

- House Tharashk has mining rights to a dragonshard field held sacred by the Black Bog tribe of orcs and half-orcs. Normally the agreement between the tribe and the house works well, but recently a group of half-orcs was seen stealing dragonshards. Both the house and the orcs blame each other for the theft, each believing the other is attempting to break their bargain and claim the dragonshard field. War and the likely destruction of the Black Bog tribe will result unless the PCs can find the real culprits.
- Something terrible recently burst from a daelkyr ruin after an orc tribe dedicated to the Dragon Below performed a ceremony there. The tribe was decimated and scattered, leaving few clues as to what they released except for a trail of bodies leading toward Droaam. Orcs of the tribe that discovered the tragedy seek adventurers willing to track down the orcs who fled, find out what the creature was, and venture into Droaam to kill it.

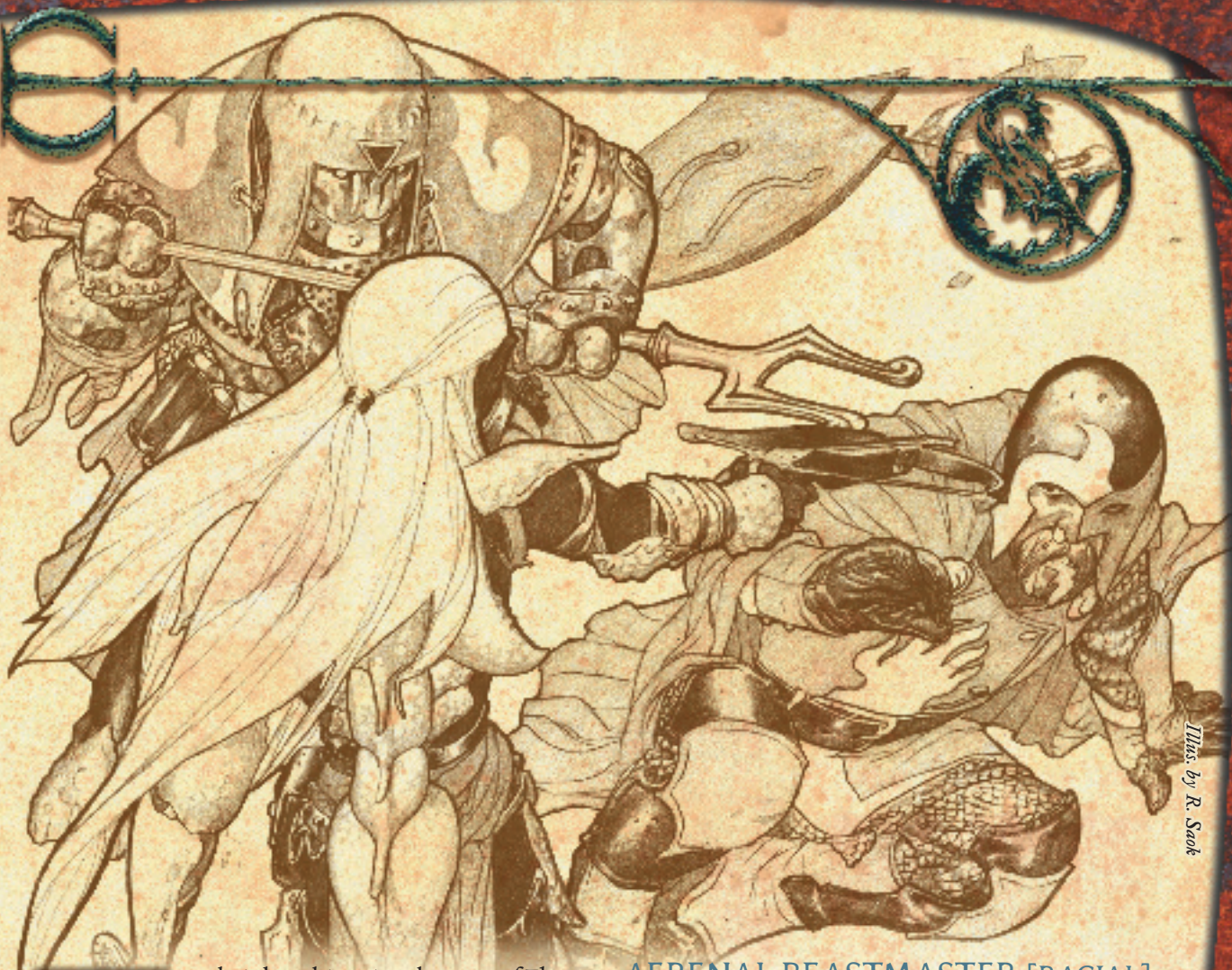
ROLEPLAYING AN ORC

Here are some ideas that might help you roleplay an orc. Feel free to include any or all of them into your character's persona.

Don't talk when action can accomplish what you want more quickly. When you do talk, say what you think without fear of the consequences.

Orcs have lived in Khorvaire for tens of thousands of years. Take pride in your race's history and culture and tell others about it—especially those who don't pay you proper respect.

Your race has seen the "wonders" of civilization rise and fall over countless generations. Although you might be unfamiliar with the towering buildings of Sharn or the speed and ease of the lightning rail, these marvels are likely doomed to destruction. This might make you uneasy around the holdings of other races, as though you walk through a graveyard with people who live among the graves and never realize it.



Illus. by R. Sasik

Over their long histories, the races of Eberron have developed many specialized fighting and spellcasting techniques. Although many of these techniques have since found widespread use, a few are still associated with a particular race or region out of tradition or necessity.

RACIAL FEATS

Feats designated as racial feats require the character to be of a specific race in order to select the feat. These feats share no other special properties and are considered to be a subset of a larger category of feats (in this book, either general, psionic, or tactical).

Some racial feats grant abilities that are performed as swift or immediate actions; see the sidebar on page 181 for more information.

Feats designated as shifter feats (see page 113) or warforged feats (see page 118) also have a race prerequisite, but fall into more specific categories with particular mechanical properties unique to those feat types. Thus, they are not designated as racial feats.

For the purpose of classification, the feats described in this section are all considered general feats. Several of them do not have a race prerequisite.

AERENAL BEASTMASTER [RACIAL]

As an elf of Aerenal, you consider baboons sacred animals and they serve you obediently.

Prerequisites: Elf, ability to acquire new animal companion, region of origin Aerenal.

Benefit: You add the baboon to your list of animal companions (see page 268 of the *Monster Manual*), and can use the *summon nature's ally I* spell to summon a baboon instead of a monkey. A druid with a baboon animal companion has his druid level treated as three higher for the purpose of determining the baboon's modified statistics, bonus tricks, and special abilities. A ranger with a baboon animal companion has an effective druid level equal to one-half his ranger level +3, instead of one-half his ranger level.

ANCESTRAL GUIDANCE [RACIAL]

The spirit of your patron ancestor guides your hands and thoughts in times of trouble.

Prerequisites: Elf, region of origin Valenar.

Benefit: Any time you use an action point to modify a d20 roll, you can also choose to reroll a single action die. You must accept the

Table 6–1: New Feats

General Feats	Prerequisites	Benefit
Aerenal Beastmaster	Elf, ability to acquire new animal companion, region of origin Aerenal	Gain baboon as animal companion, with increased ability or level
Ancestral Guidance	Elf, region of origin Valenar	When spending an action point, reroll action point die
Bladebearer of the Valenar	Elf, proficiency with scimitar or falchion, region of origin Valenar	Proficiency and bonuses with Valenar weapons
Boomerang Daze	Proficiency with Talenta boomerang or Xen'drik boomerang, base attack bonus +4	Boomerang attack can daze target
Boomerang Ricochet	Dex 13, proficiency with Talenta boomerang or Xen'drik boomerang, base attack bonus +4	Boomerang attack can strike secondary target
Call of the Undying	Elf, access to the Deathless domain, region of origin Aerenal	Recall previously cast spell in place of granted power
Darguun Mauler	Goblinoid, proficiency with flail or heavy flail, region of origin Darguun	Proficiency and bonuses with goblinoid weapons
Daylight Adaptation	Light blindness or light sensitivity	Ignore vulnerability to sunlight or bright light
Dinosaur Hunter	Halfling, Knowledge (nature) 1 rank, Survival 1 rank, region of origin Talenta Plains	+2 bonus on Listen, Spot, and Survival checks; +2 bonus on attack rolls against dinosaurs
Dinosaur Wrangler	Halfling, Handle Animal 1 rank, region of origin Talenta Plains	+4 bonus on Bluff, Handle Animal, Sense Motive, and Ride checks involving dinosaurs
Drow Skirmisher	Drow, region of origin Xen'drik	Proficiency and bonuses with drow weapons
Heroic Metamagic	Any metamagic feat, ability to cast 2nd-level spells	Spend action points to spontaneously apply metamagic effects
Master Linguist	Speak four or more languages	Master a new language each level
Mror Stalwart	Dwarf, proficiency with battleaxe, warhammer, dwarven waraxe, or dwarven urgrosh, region of origin Mror Holds	Bonuses with dwarf weapons
Mutable Body	Shapechanger	Transmutation spells cast on you are at +1 caster level
Path of Shadows	Kalashtar, Perform (dance) 5 ranks	+2 on Tumble checks; make Perform (dance) check instead of Concentration check
Persona Immersion	Changeling	Control thoughts to avoid detection while disguised
Quick Change	Changeling	Minor change shape as move action
Racial Emulation	Changeling	Emulate humanoid subtypes to use specialized magic items and spells
Relic Hunter	Appraise 1 rank, Knowledge (history) 1 rank	+5 bonus on Appraise, Knowledge, and bardic knowledge checks involving Dhakaani and Xen'drik items
Shadow Marches Warmonger	Orc or half-orc, region of origin Shadow Marches	Proficiency and bonuses with orc weapons
Shaped Splash	Halfling, Dex 13, base attack bonus +1	Score direct hit on two targets with splash attack, prevent splash damage to selected targets
Ship Savvy	Gnome, Balance 5 ranks, Profession (sailor) or Profession (shipwright) 3 ranks, region of origin Zilargo	+1 bonus to AC; +1 bonus on attack rolls on board any ship
Soulblade Warrior	Kalashtar, ability to generate mind blade	Enhanced mind blade
Stable Footing	Warforged or dwarf	+4 bonus when resisting bull rush and trip attempts; not slowed by difficult terrain
Talenta Warrior	Halfling, region of origin Talenta Plains	Proficiency and bonuses with Talenta weapons
White Scorpion Strike	Drow, ability to use ki strike (magic)	Unarmed strike has ghost touch ability, deals extra 1d6 damage to undead

Psionic Feats	Prerequisites	Benefit
Gestalt Anchor	Kalashtar, base Will save +3	+2 bonus on initiative checks and Reflex saves to you and Kalashtar allies
Shield of Thought	Kalashtar, ability to generate mind blade	Generate shield of psychic energy
Spiritual Force	Kalashtar, ability to generate mind blade	Manifest mind blade as swift action, +2 effective level for mind blade enhancement
Strength of Two	Kalashtar or Inspired	+1 bonus on Will saves; +5 bonus for 1 round

Shifter Feats	Prerequisites	Benefit
Cliffwalk Elite	Shifter with cliffwalk trait	Climb speed improves by 10 feet while shifting
Dreamsight Elite	Shifter with dreamsight trait	+5 bonus on Spot checks, see invisible while shifting
Extra Shifter Trait	Shifter, two other shifter feats	Select a second shifter trait
Gorebrute Elite	Shifter with gorebrute trait	Charge attack can knock foes prone while shifting
Longstride Elite	Shifter with longstride trait	Base land speed improves by 10 feet while shifting
Longtooth Elite	Shifter with longtooth trait	Attacks deal 1 point of Con damage while shifting
Razorclaw Elite	Shifter with razorclaw trait	Make two claw attacks after charge while shifting
Reactive Shifting	Shifter, Improved Initiative	Shift as immediate action
Shifter Agility	Shifter with cliffwalk, longstride, or swiftwing trait	+1 dodge bonus to AC, +1 bonus on Reflex saves while shifting
Shifter Ferocity	Shifter, Wis 13	Fight without penalty while disabled or dying
Shifter Instincts	Shifter	+2 bonus on initiative checks; +1 bonus on Listen, Sense Motive, and Spot checks
Shifter Savagery	Shifter with gorebrute, longtooth, or razorclaw trait, base attack bonus +6, ability to rage or frenzy	Threat range and damage of natural weapons increases while shifting
Shifter Stamina	Shifter with beasthide, truedive, or wildhunt trait, Endurance	Immune to nonlethal damage, not subject to fatigue or exhaustion while shifting
Swiftwing Elite	Shifter with swiftwing trait	Good maneuverability, base fly speed improves by 10 feet while shifting
Truedive Elite	Shifter with truedive trait	Swim speed improves by 10 feet, make underwater melee attacks at no penalty while shifting
Wildhunt Elite	Shifter with wildhunt trait	Gain blindsense while shifting

Tactical Feats	Prerequisites	Benefit
Battleshifter Training	Shifter, base attack bonus +6	See feat description
Brute Fighting	Warforged, Str 13, Power Attack, base attack bonus +3	See feat description
Dancing with Shadows	Kalashtar, Perform (dance) 8 ranks, Path of Shadows, base attack bonus +4	See feat description
Disturbing Visage	Changeling, Quick Change, Bluff 6 ranks	See feat description
Kalashtar Thoughtshifter	Kalashtar, base attack bonus +4, ability to generate mind blade	See feat description
Ragewild Fighting	Shifter, Power Attack, base attack bonus +6	See feat description

Warforged Feats	Prerequisites	Benefit
Adamantine Body	Warforged, 1st level only	Armor bonus +8, DR 2/adamantine
Cold Iron Tracery	Warforged	Natural weapons are treated as cold iron; +1 bonus on Will saves against spell effects
Construct Lock	Warforged, base attack bonus +2	+2 bonus on damage rolls, attacks can immobilize construct foes
Improved Resiliency	Warforged	Immune to nonlethal damage; no regeneration or fast healing
Ironwood Body	Warforged, 1st level only	Armor bonus +3, DR 2/slashing
Jaws of Death	Warforged	Bite attack deals 1d6 damage
Mithral Body	Warforged, 1st level only	Armor bonus +5
Second Slam	Warforged, base attack bonus +6	Gain second slam attack
Silver Tracery	Warforged	Natural weapons are treated as silvered; +1 bonus on Fortitude saves against spell effects
Spiked Body	Warforged	Body spikes deal piercing damage while grappling
Unarmored Body	Warforged, 1st level only	No armor bonus or fortification; able to wear armor; reduced chance of spell failure

result of the second roll, even if it is worse than the initial roll.

Special: This benefit represents the favor of your ancestral spirit. If the DM determines that you have dishonored or angered your patron spirit, you lose the benefit of this feat until you have atoned for your actions.

BLADEBEARER OF THE VALENAR [RACIAL]

Your extensive training makes you especially adept with the curved blades of the Valenar.

Prerequisites: Elf, proficiency with scimitar or falchion, region of origin Valenar.

Benefit: You treat the Valenar double scimitar (see page 119 of the *Eberron Campaign Setting*) as a martial

weapon, and you gain a +1 bonus on damage rolls when making a melee attack with a scimitar, falchion, or Valenar double scimitar while mounted. If you have any of the following feats for the scimitar, falchion, or Valenar double scimitar, you can apply the feats' effects to all three weapons: Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, or Greater Weapon Specialization.

Additionally, when you spend an action point to influence an attack roll made with either a scimitar, falchion, or Valenar double scimitar, you also add the result of the action point roll to your damage for that attack.

BOOMERANG DAZE

You can daze the targets of your boomerang attacks.

Prerequisites: Proficiency with Talenta boomerang or Xen'drik boomerang, base attack bonus +4.

Benefit: When you attack with a Talenta boomerang or Xen'drik boomerang (see page 119 of the *Eberron Campaign Setting*), any target creature that takes damage must succeed on a Fortitude save (DC 10 + damage dealt) or be dazed for 1 round (until just before your next action). If you have the Boomerang Ricochet feat (see below), you can daze both targets.

Special: A halfling fighter from the Talenta Plains or a drow fighter from Xen'drik can select Boomerang Daze as one of his fighter bonus feats.

BOOMERANG RICOCHET

You can strike up to two foes with a single boomerang throw.

Prerequisites: Dex 13, proficiency with Talenta boomerang or Xen'drik boomerang, base attack bonus +4.

Benefit: You can hurl a Talenta boomerang or Xen'drik boomerang (see page 119 of the *Eberron Campaign Setting*) in such a way that it ricochets off one target to strike a second target of your choice. If your initial attack hits, you immediately make a second attack roll at a –2 penalty against any target adjacent to the original target.

If the first target is hit by a sneak attack with a boomerang under the effect of this feat, the second target is not also vulnerable to a sneak attack on the ricochet.

Special: A halfling fighter from the Talenta Plains or a drow fighter from Xen'drik can select Boomerang Ricochet as one of his fighter bonus feats.

CALL OF THE UNDYING [RACIAL]

You call upon the power of the Undying Court to instantly recall a previously cast spell.

Prerequisites: Elf, access to the Deathless domain, region of origin Aerenal.

Benefit: In place of the granted power of the Deathless domain (see page 105 of the *Eberron Campaign Setting*), the Undying Court grants you the ability to recall one previously prepared and cast spell as a swift action once per day. The recalled spell must be at least one level lower than the highest spell level you can cast.

DARGUUN MAULER [RACIAL]

The memory of your people's lost glory drives your brutal mastery of the weapons of Darguun.

Prerequisites: Humanoid (goblinoid), proficiency with flail or heavy flail, region of origin Darguun.

Benefit: You treat the dire flail and the spiked chain as martial weapons. As well, you gain a +1 bonus on damage rolls when making an attack with a flail, heavy flail, dire flail, or spiked chain as long as you do not move during the round in which you make the attack. If you have any of the following feats for the flail, heavy flail, dire flail, or spiked chain, you can apply the feats' effects to all three weapons: Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, Greater Weapon Specialization.

Additionally, when you spend an action point to influence an attack roll made with a flail, heavy flail, dire flail, or spiked chain, you also add the result of the action point roll to your damage for that attack.

DAYLIGHT ADAPTATION

You have grown accustomed to living in the surface world, such that bright light no longer blinds or dazzles you.

Prerequisite: Light blindness or light sensitivity.

Benefit: Unlike other members of your kind, you are not blinded or dazzled by exposure to bright light or sunlight. However, light spells or effects that affect all creatures, such as a *sunbeam* or *sunburst*, still affect you normally.

DINOSAUR HUNTER [RACIAL]

Your extraordinary knowledge of dinosaurs grants you special aptitude for tracking and hunting them.

Prerequisites: Halfling, Knowledge (nature) 1 rank, Survival 1 rank, region of origin Talenta Plains.

Benefit: You gain a +2 bonus on Listen, Spot, and Survival checks when using these skills against dinosaurs, and a +2 bonus on Knowledge (nature) checks involving dinosaurs. In addition, you gain a +2 bonus on weapon damage rolls against these creatures.

DINOSAUR WRANGLER [RACIAL]

You are attuned to dinosaurs and possess a special bond with them.

Prerequisites: Halfling, Handle Animal 1 rank, region of origin Talenta Plains.

Benefit: You gain a +4 bonus on Handle Animal and wild empathy checks when dealing with dinosaurs, and a +4 bonus on Ride checks when riding a dinosaur.

DROW SKIRMISHER [RACIAL]

Your experience with the guerrilla-style combat of the deep jungle grants you mastery of the weapons of the drow.

Prerequisites: Drow, region of origin Xen'drik

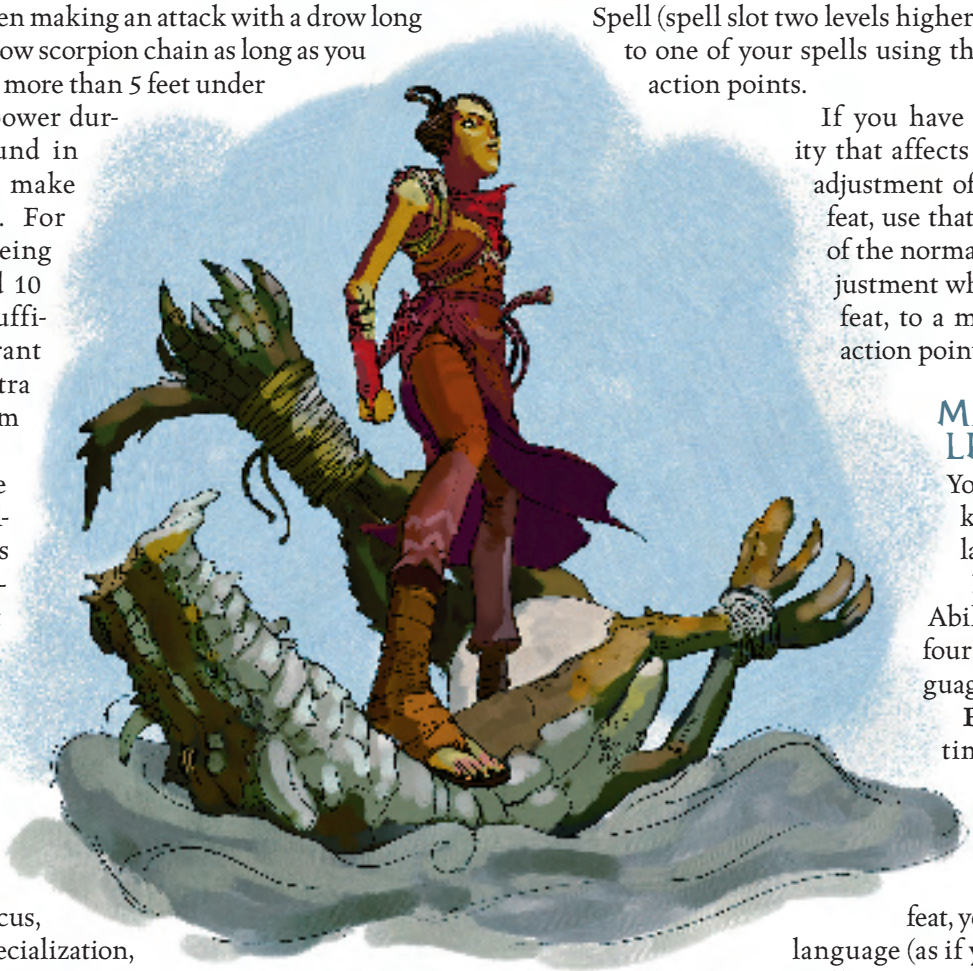
Benefit: You treat the Xen'drik boomerang†, the drow scorpion chain*, and the drow long knife* as martial weapons. As well, you gain a +1 bonus on damage rolls when making an attack with a drow long knife or a drow scorpion chain as long as you have moved more than 5 feet under your own power during the round in which you make the attack. For example, being bull rushed 10 feet isn't sufficient to grant you the extra damage from this feat.

If you have any of the following feats for the dagger or short sword, you can apply the feats' effects to the drow long knife: Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, or Greater Weapon Specialization. If you have any of the same feats for the spiked chain, you can apply the feats' effects to the drow scorpion chain.

Additionally, when you spend an action point to influence an attack roll made with either a Xen'drik boomerang, drow scorpion chain, or drow long knife, you also add the result of the action point roll to your damage for that attack.

† See page 119 of the *Eberron Campaign Setting*.

*New weapons described in Chapter 8 of this book.



The Dinosaur Hunter feat helps this halfling overcome his prey

HEROIC METAMAGIC

In times of great need, you can call upon a heroic reserve of power to strengthen your spells.

Prerequisites: Any metamagic feat, ability to cast 2nd-level spells.

Benefit: You can spend action points to spontaneously apply the effect of any metamagic feat you know to a spell as you are casting it, with no change to the spell's level or casting time. The cost in action points to use this feat is equal to the spell slot adjustment normally required to use the metamagic feat in question. For example, applying the effect of Empower Spell (spell slot two levels higher than normal) to one of your spells using this feat costs 2 action points.

If you have another ability that affects the spell slot adjustment of a metamagic feat, use that value instead of the normal spell slot adjustment when using this feat, to a minimum of 1 action point.

MASTER LINGUIST

You have a broad knowledge of language.

Prerequisite: Ability to speak four or more languages.

Benefit: Each time you gain a level, including the level at which you select this feat, you learn a new language (as if you had spent 1 skill point on the Speak Language skill).

MROR STALWART [RACIAL]

You have been trained to make devastating strikes with the weapons of the dwarves of the Mror Holds.

Prerequisites: Dwarf, proficiency with battleaxe, warhammer, dwarven waraxe, or dwarven urgrosh, region of origin Mror Holds (Ironroot Mountains).

Benefit: You gain a +1 bonus on damage rolls when making an attack with a battleaxe, warhammer, dwarven waraxe, or dwarven urgrosh as long as you do not

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move during the round in which you make the attack. If you have any of the following feats for the battleaxe, warhammer, dwarven waraxe, or dwarven urgrosh, you can apply the feats' effects to all four weapons: Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, or Greater Weapon Specialization.

Additionally, when you spend an action point to influence an attack roll made with either a battleaxe, warhammer, dwarven waraxe, or dwarven urgrosh, you also add the result of the action point roll to your damage for that attack.

MUTABLE BODY

Your enhanced control over your shapechanging ability grants you extra power from transmutation spells.

Prerequisite: Shapechanger subtype.

Benefit: At your option, transmutation spells cast on you are at +1 caster level. You must decide at the time the spell is cast if you wish to apply the effect of this feat.

Special: By spending 2 action points, you can have any transmutation spell cast on you effectively empowered or extended (as if under the effect of Empower Spell or Extend Spell, respectively), but without any adjustment to the spell's effective level or casting time.

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The Mror Stalwart feat enables this dwarf to hold her ground

PATH OF SHADOWS [RACIAL]

You can use dancelike maneuvers to aid your defense.

Prerequisites: Kalashtar, Perform (dance) 5 ranks.

Benefit: You gain a +2 bonus on Tumble checks, and you can make a Perform (dance) check in place of a Concentration check to cast a spell or manifest a psionic power defensively.

PERSONA IMMERSION [RACIAL]

Your assumption of another's physical identity grants you defenses against mental intrusion.

Prerequisite: Changeling.

Benefit: While under the effect of your minor change shape ability, if you make a successful save against a divination spell or telepathic psionic power of 3rd level or lower, you can generate a misleading result. Though you don't learn the precise spell or power being used against you, you know what type of information is sought and can respond accordingly. For example, a character with this feat who successfully saves against *detect thoughts* knows that his surface thoughts are being probed, and can thus supply any specific thoughts that he wishes to be detected by the caster.

QUICK CHANGE [RACIAL]

You can quickly alter your features and physiology.

Prerequisite: Changeling.

Benefit: You can use your minor change shape ability as a move action.

Normal: Using the minor change shape ability is a full-round action.

RACIAL EMULATION [RACIAL]

You can emulate a humanoid more closely with your minor change shape ability.

Prerequisite: Changeling.

Benefit: When you use your minor change shape ability to assume the form of a humanoid creature, you can also emulate any of that humanoid's subtypes. Though you do not gain any of the humanoid's traits, you are considered to be a member of that race for all other purposes (allowing you to

A halfling with the Relic Hunter feat escapes a cavern clutching her prize

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use magic items or spells keyed to race, for example). You can also ignore the normal penalty on Disguise checks when disguising yourself as a different race (see the Disguise skill description, page 72 of the *Player's Handbook*).

You can only emulate one race at a time, and you always retain the shapechanger subtype.

RELIC HUNTER

You possess great knowledge of the relics and crafts of the ancient cultures of Eberron.

Prerequisites: Appraise 1 rank, Knowledge (history) 1 rank.

Benefit: You gain a +5 bonus on Appraise checks, Knowledge checks, and bardic knowledge checks involving items from the Dhakaani Empire or from ancient Xen'drik.

SHADOW MARCHES WARMONGER [RACIAL]

The ancient martial pride of your people grants you mastery of their style of battle.

Prerequisites: Orc or half-orc, region of origin Shadow Marches.

Benefit: You treat the orc double axe as a martial weapon, and you gain a +1 bonus on damage rolls when making an attack with a battleaxe, greataxe, or orc double axe as part of a charge. If you have any of the following feats for the battleaxe, greataxe, or orc double axe, you can apply the feats' effects to all three weapons: Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, or Greater Weapon Specialization.

Additionally, when you spend an action point to influence an attack roll made with either a battleaxe, greataxe, or orc double axe, you also add the result of the action point roll to your damage for that attack.

SHAPED SPLASH [RACIAL]

Your expertise with thrown weapons enables you to use splash weapons more effectively.

Prerequisites: Halfling, Dex 13, base attack bonus +1.

Benefit: If you throw a splash weapon and it hits the creature you target, you can immediately make a second attack against any creature adjacent to the first. If the second attack succeeds, the secondary target also takes direct hit damage from the thrown

splash weapon. In addition, you can choose not to deal splash damage to specified creatures that occupy spaces adjacent to one or both targets.

If your initial attack fails, determine location and damage for the splash attack as normal (see Throw Splash Weapon, page 158 of the *Player's Handbook*).

SHIP SAVVY [RACIAL]

Your heritage among the sailors and shipwrights of Zilargo gives you an edge in shipboard combat.

Prerequisites: Gnome, Balance 5 ranks, Profession (sailor or shipwright) 3 ranks, region of origin Zilargo.

Benefit: While aboard any vessel (including seafaring galleons and airships), you gain a +1 bonus to AC and a +1 bonus on attack rolls.

SOULBLADE WARRIOR [RACIAL]

The spirit of a quori warrior grants you deadly speed and combat prowess with your mind blade.

Prerequisites: Kalashtar, ability to generate a mind blade.

Benefit: You can manifest your mind blade as a swift action, and your effective soulknife level is increased by two for the purpose of the mind blade enhancement class feature if you have it (though this bonus doesn't grant you the ability to enhance your mind blade before 6th level).

When you spend an action point to influence an attack roll made with your mind blade, you also add the result of the action point roll to your damage for that attack.

Normal: Manifesting a mind blade is a move action.

STABLE FOOTING [RACIAL]

Because of your training and wariness, you are skilled at keeping your feet in combat and able to move over difficult terrain with ease.

Prerequisite: Warforged or dwarf.

Benefit: You gain a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground). In addition, you take no movement penalties for moving over difficult terrain.

TALENTA WARRIOR [RACIAL]

You have trained with the ancestral weapons of the Talenta halflings and are particularly adept at striking from the back of a dinosaur mount.

Prerequisites: Halfling, region of origin Talenta Plains.

Benefit: You treat the Talenta sharrash, the Talenta tangat, and the Talenta boomerang (see page 119 of the *Eberron Campaign Setting*) as martial weapons; you gain a +1 bonus on damage rolls with any of those weapons while mounted. If you have any of the following feats for the Talenta sharrash, Talenta tangat, or Talenta boomerang, you can apply the feats' effects to all three weapons: Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, or Greater Weapon Specialization.

Additionally, when you spend an action point to influence an attack roll made with either a Talenta sharrash, Talenta tangat, or Talenta boomerang, you also add the result of the action point roll to your damage for that attack.

WHITE SCORPION STRIKE [RACIAL]

Your fists and feet sting like the dread white scorpion and are particularly effective against undead.

Prerequisites: Drow, ability to use *ki* strike (magic).

Benefit: Your unarmed strike has the ghost touch ability (allowing you to ignore the 50% miss chance when attacking incorporeal creatures), and deals an extra 1d6 points of damage to undead.

PSIONIC FEATS

For Eberron campaigns that make use of the psionics rules in the *Expanded Psionics Handbook*, psionic feats are available to characters and creatures with the ability to manifest psionic powers, either by having a power point reserve or having psi-like abilities. Because psionic feats are supernatural abilities (a departure from the general rule that feats do not grant supernatural abilities), they cannot be disrupted in combat as psionic powers can be, and generally don't provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to power resistance and cannot be dispelled, but they don't function in areas where psionics is suppressed, such as a *null psionics field* (see the *Expanded Psionics Handbook*).

Many psionic feats can be used only when you are psionically focused (see sidebar); others require you to expend your psionic focus to gain their benefit. Expending your psionic focus does not require an action; it is part of another action (such as using a feat). When you expend your psionic focus, it applies only to the action for which you expended it.

GESTALT ANCHOR [PSIONIC, RACIAL]

Your strong bond to your quori spirit allows you and your kalashtar allies to move and act as a fluid unit.

Prerequisites: Kalashtar, base Will save +3.

Benefit: While you are psionically focused and within 60 feet of a kalashtar ally, you and all kalashtar allies

within 60 feet gain a +2 insight bonus on initiative checks and Reflex saves.

SHIELD OF THOUGHT [PSIONIC, RACIAL]

You wield your spirit as both weapon and shield.

Prerequisites: Kalashtar, ability to generate a mind blade.

Benefit: As a move action, you can create a semisolid shield composed of psychic energy distilled from your quori soul. Functionally, the effect is identical to a light shield sized to your current form (+1 shield bonus to AC, –1 armor check penalty), and has a hardness of 10 and 10 hit points. Like a mind blade, a shield of thought dissipates the instant it leaves your hand. You can wield a mind blade and a shield of thought at the same time, but you must manifest each one as a separate action.

If you have the mind blade enhancement class feature, you can choose to apply any or all of the bonus points from this ability to your shield of thought instead of your mind blade. Each point that you apply in this manner provides a +1 enhancement bonus to the shield bonus and reduces the shield's armor check penalty to 0, but you cannot equip the shield with armor special abilities in this way.

You are always considered to be proficient with your own shield of thought.

SPIRITUAL FORCE [PSIONIC, RACIAL]

Your forceful inner spirit allows you to deal more damage with your mind blade.

Prerequisites: Kalashtar, ability to generate a mind blade.

Benefit: You can expend your psionic focus to gain a bonus equal to your Charisma modifier on damage rolls with your mind blade. This effect lasts for 1 round.

STRENGTH OF TWO [PSIONIC, RACIAL]

Your quori spirit gives you unmatched willpower.

Prerequisite: Kalashtar or Inspired.

Benefit: As long as you are psionically focused and possess at least 1 power point, you receive a +1 insight bonus on Will saves. In addition, as an immediate action (see page 181), you can expend your psionic focus and spend 1 power point to improve this insight bonus to +5 for 1 round.

SHIFTER FEATS

As the name suggests, shifter feats are restricted to characters of the shifter race. They enhance that race's ability to shift form. In addition to their unique effects, each shifter feat increases the duration of a character's shifting ability by 1 round. Additionally, for every two shifter feats a character takes, the number of times per day he can use his shifting ability increases by one. For instance, a character with two shifter feats can shift two times per day (instead of the usual one), with each use of the ability lasting for a number of rounds equal to 5 (instead of 3) + the shifter's Constitution modifier.

CLIFFWALK ELITE [SHIFTER]

Your cliffwalk shifter trait improves.

Prerequisite: Shifter with the cliffwalk trait.

Benefit: While shifting, your climb speed improves by an additional 10 feet.

DREAMSIGHT ELITE [SHIFTER]

Your dreamsight shifter trait improves.

Prerequisite: Shifter with the dreamsight trait.

Benefit: While shifting, you can use a full-round action to gain extraordinary visual power. For the

PSIONIC FOCUS

Various feats and other special abilities in this book refer to a character being "psionically focused." This is a state (introduced in the *Expanded Psionics Handbook*) that can be achieved by any character who has 1 or more power points, regardless of whether that character can manifest any psionic powers. Although being psionically focused grants no inherent benefit, you can expend your focus for various purposes, and some abilities require you to be psionically focused in order to use them.

If you have 1 or more power points available, you can meditate to attempt to become psionically focused by making a DC 20 Concentration check. Meditating is a full-round action that provokes attacks of opportunity.

Once you are psionically focused, you can expend your focus to gain the benefit of the many psionic feats activated in this way. Alternatively, you can expend your psionic focus on any single Concentration check you make, treating the check as if you had rolled a 15 (like taking 10, except that you add a higher number to your check modifier).

Once you are psionically focused, you remain focused until you expend your focus, become unconscious, go to sleep, or have your power point reserve drop to 0.

See the Concentration skill description, page 37 of the *Expanded Psionics Handbook,* for more information on the psionic focus.

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Invisible enemies can't hide from a shifter with the Dreamsight Elite feat

duration of your shifting, you gain a +5 bonus on Spot checks and can see invisible creatures and objects as if under the effect of a *see invisibility* spell.

EXTRA SHIFTER TRAIT [SHIFTER]

You manifest a second shifter trait while shifting.

Prerequisites: Shifter, two other shifter feats.

Benefit: Select a second shifter trait from those described in the shifter race description (see page 25). You manifest all the benefits of the second trait except for the temporary bonus to an ability score.

GOREBRUTE ELITE [SHIFTER]

Your mighty charge attack can knock down foes.

Prerequisite: Shifter with the gorebrute trait.

Benefit: Any creature that takes damage from your horns during your charge attack must succeed on an opposed Strength check (you gain a +2 bonus for charging) or be knocked prone in its space. The defending creature gains a +4 bonus on its check if it has more than two legs or has some form of exceptionally stability (such as a dwarf's). A creature that can't be tripped also can't be knocked down with this feat.

LONGSTRIDE ELITE [SHIFTER]

Your longstride shifter trait improves.

Prerequisite: Shifter with the longstride trait.

Benefit: While shifting, your base land speed improves by an additional 10 feet.

LONGTOOTH ELITE [SHIFTER]

Your longtooth shifter trait improves.

Prerequisite: Shifter with the longtooth trait.

Benefit: Wounds dealt by your bite attacks bleed copiously. Each time a living creature takes damage from your bite attack, it also takes 1 point of Constitution damage.

RAZORCLAW ELITE [SHIFTER]

Your razorclaw shifter trait improves.

Prerequisite: Shifter with the razorclaw trait.

Benefit: When you make a charge attack, you can make two claw attacks at the end of the charge. Both attacks are at your highest attack bonus, and both receive the +2 bonus for charging.

Normal: Without this feat, a character can only make a single attack as part of a charge.

REACTIVE SHIFTING [SHIFTER]

You can shift with a mere thought.

Prerequisites: Shifter, Improved Initiative.

Benefit: You can activate your racial shifting ability as an immediate action (see page 181), allowing you to begin shifting even when flat-footed or when it's not your turn.

SHIFTER AGILITY [SHIFTER]

Your heritage of speed and ferocity has honed your reflexes, allowing you to avoid attacks.

Prerequisite: Shifter with the cliffwalk, longstride, or swiftwing trait.

Benefit: You gain a +1 dodge bonus to Armor Class and a +1 bonus to Reflex saves while shifting.

SHIFTER FEROCITY [SHIFTER]

You are a tenacious combatant, continuing to fight when others would succumb to pain and injury.

Prerequisites: Shifter, Wisdom 13.

Benefit: While shifting, you continue to fight without penalty if you are disabled or dying. This benefit has the following specific game effects.

When reduced to 0 hit points, you can act as if you weren't disabled (that is, you ignore the normal restriction of only a single move action or standard action per round). You do not lose 1 hit point for performing a standard or otherwise strenuous action while at 0 hit points.

When reduced to –1 to –9 hit points, you do not fall unconscious. You do not automatically lose 1 hit point each round when at –1 to –9 hit points.

When your current hit points drop to –10 or lower, you immediately die.

SHIFTER INSTINCTS [SHIFTER]

Your heritage has given you sharp senses and quick reflexes, and you have learned to trust your equally sharp instincts.

Prerequisite: Shifter.

Benefit: You gain a +1 bonus on Listen, Sense Motive, and Spot checks, and a +2 bonus on initiative checks.

SHIFTER SAVAGERY [SHIFTER]

The bestial fury of your lycanthrope ancestors allows you to deal devastating strikes with your natural weapons.

Prerequisites: Shifter with the gorebrute, longtooth, or razorclaw trait, base attack bonus +6, ability to rage or frenzy.

Benefit: While shifting and raging simultaneously, the threat range of your natural weapons doubles (to 19–20) and the base damage dealt by your natural weapons improves by two steps, as if your size had increased by two categories. To determine the amount of the damage increase, find the natural weapon's damage value on one of the two progressions below and improve it by two steps (for example, from 1d4 to 1d8).

Progression I: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

Progression II: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Special: The threat range improvement granted by this feat doesn't stack with any other effect that expands the threat range of a weapon (such as Improved Critical). The damage improvement granted by this feat does not stack with other effects that increase the base damage of your natural weapons (such as Improved Natural Attack), except for effects that grant an actual size increase (such as an *enlarge person* spell).

SHIFTER STAMINA [SHIFTER]

Yours is a heritage of endurance and tenacity, and you can shrug off bruises and fatigue.

Illus. by Daarken

Shifter Savagery turns this razorclaw shifter monk into a killing machine

Prerequisites: Shifter with the beasthide, truedive, or wildhunt trait, Endurance.

Benefit: While shifting, you are immune to nonlethal damage, and the effects of fatigue and exhaustion are suppressed. When your shifting ends, any fatigue or exhaustion effects that would have taken effect during your shifting (or that were in effect when you began shifting) take effect normally.

SWIFTWING ELITE [SHIFTER]

Your swiftwing shifter trait improves.

Prerequisite: Shifter with the swiftwing trait.

Benefit: While shifting, your base fly speed improves by 10 feet and your maneuverability improves to good.

TRUEDIVE ELITE [SHIFTER]

Your truedive shifter trait improves.

Prerequisite: Shifter with the truedive trait.

Benefit: While shifting, your swim speed improves by 10 feet. In addition, you take none of the regular penalties on melee attack rolls normally applicable to underwater combat (see page 92 of the *Dungeon Master's Guide*).

Special: Without this feat, a character with a swim speed takes a –2 penalty on melee attack rolls made with bludgeoning or slashing weapons while underwater.

WILDHUNT ELITE [SHIFTER]

Your shifter-enhanced instincts and senses allow you to detect concealed and invisible creatures.

Prerequisite: Shifter with the wildhunt trait.

Benefit: While shifting, your nonvisual senses improve to such a degree that you gain the blindsense ability out to 30 feet (see page 306 of the *Monster Manual*).

TACTICAL FEATS

Feats with the tactical descriptor allow characters to perform a number of powerful attacks.

If you're playing a character who has a tactical feat, it's your responsibility to keep track of the actions you're performing as you set up the maneuver that the feat enables you to perform. It's also a good idea to briefly mention to the DM that you're working toward performing a tactical maneuver; a remark along the lines of "I attack the troll, using Combat Expertise to the maximum, and that's the first step in a tactical maneuver" is appropriate.

Some of the tactical feats refer to the first round, second round, and so on. These terms refer to the timing of the maneuver, not the battle as a whole. You don't have to use Combat Expertise in the first round of combat to begin a tactical maneuver, for example; the round in which you use Combat Expertise is considered the first round of the maneuver.

Some tactical feats grant abilities that are performed as swift or immediate actions; see the sidebar on page 181 for more information.

BATTLESHIFTER TRAINING [RACIAL, TACTICAL]

Your shifter fighting instincts grant you a sophisticated blend of defensive techniques and controlled attacks.

Prerequisites: Shifter, base attack bonus +6.

Benefit: Battleshifter Training enables the use of three tactical maneuvers when you fight while shifting.

Tiring Defense: To use this maneuver, you must use the Combat Expertise feat (taking a penalty of at least –2 on your attack rolls) or fight defensively for 2 consecutive rounds. Any creature that attempts a melee attack against you in both rounds but fails to hit you becomes fatigued, provided that you successfully strike the creature with a melee attack at least once during those 2 rounds. This effect continues for as long as you use Combat Expertise (taking a penalty of at least –2 on your attack rolls) or fight defensively. Creatures that were already fatigued before they attacked you must make melee attacks against you and miss for 4 consecutive rounds before becoming exhausted (just as if they had not been fatigued).

Exploit Weakness: To use this maneuver, you must make a melee attack against a creature suffering from one of the following conditions: fatigued, exhausted, dazed, or dazzled. If you hit with your melee attack, you deal an extra 1d6 points of damage. You cannot use this maneuver during a round in which you also use Combat Expertise or fight defensively.

Riposte: To use this maneuver, you must use Combat Expertise (taking a penalty of at least –2 on your attack rolls) or fight defensively. When a foe uses a full attack action against you but fails to hit you, you can spend 1 action point to make an extra melee attack against that foe as an immediate action (see page 181).

Special: Battleshifter Training and Ragewild Fighting (see page 118) are inimical to each other; no character can have both tactical feats. If a character chooses to take one of these feats while already having the other, he gains the benefits of the new feat but forever loses access to the first (and does not gain a new feat to replace it).

BRUTE FIGHTING [RACIAL, TACTICAL]

Your extensive training with two-handed weapons is revealed through brutally effective tactics.

Prerequisites: Warforged, Str 13, Power Attack, base attack bonus +3.

Benefit: Brute Fighting enables the use of three tactical maneuvers.

Combat Momentum: If you deal damage to a foe with a charge attack made with a two-handed weapon and that opponent then fails to hit you before your next turn, you gain a +1 bonus on attack rolls against that opponent on your next turn.

Dispatch the Fallen: If you successfully bull rush or overrun a foe, any melee attack you make against that foe with a two-handed weapon on your next turn gains a +4 bonus on damage rolls.

Frenzied Attack: If you hit a foe with a two-handed weapon at least once on two consecutive turns during which you use the Power Attack feat (taking at least a –2 penalty on attack rolls), you gain a +2 bonus on all attack rolls you make with that weapon against the same foe for the rest of the round.

Goblins flee in terror from a changeling using Disturbing Visage

Illus. by F. Vohwinkel

DANCING WITH SHADOWS [RACIAL, TACTICAL]

You have studied *sheshan talarash dasyannah,* the martial dance of the kalashtar.

Prerequisites: Kalashtar, Perform (dance) 8 ranks, Path of Shadows, base attack bonus +4.

Benefit: Dancing with Shadows enables the use of three tactical maneuvers. You can only benefit from one of these maneuvers in any given round.

Flowing Motion, Still Mind: To use this maneuver, you must use the Combat Expertise feat (taking a penalty of at least –2 on your attack rolls) or fight defensively for 1 round. Starting on your next turn, you gain a +2 bonus on Will saves that lasts as long as you continue to use Combat Expertise or fight defensively, plus 1 round thereafter.

Graceful Lunge: To use this maneuver, you must use Combat Expertise (taking a penalty of at least –2 on your attack rolls) or fight defensively for 1 round. In the next round, you gain a bonus on your first melee attack roll equal to the dodge bonus to AC granted by Combat Expertise or fighting defensively in the previous round.

Lingering Defense: To use this maneuver, you must use the Combat Expertise feat (taking a penalty of at least –2 on your attack rolls) or fight defensively for 2 consecutive rounds. In the next round, you continue to receive the same dodge bonus to AC gained from Combat Expertise or fighting defensively, but you take no penalty on attack rolls.

DISTURBING VISAGE [RACIAL, TACTICAL]

You can change your features to chilling effect.

Prerequisites: Changeling, Bluff 6 ranks, Quick Change.

Benefit: The Disturbing Visage feat enables the use of three tactical maneuvers. Creatures immune to mind-affecting spells and abilities cannot be affected by this feat; regardless of the outcome of the opposed check, a creature can be affected only once by each of these maneuvers in a 24-hour period.

Cringe: You change your features to appear weak and unworthy of an opponent's best efforts. To use this maneuver, you must use your minor change shape ability and take the total defense action in the same turn. You then make a Bluff check as a free action.

From the end of your turn until the beginning of your next turn, any opponent that attempts to make a melee attack against you must make a Sense Motive check opposed by your Bluff check result. Failure means that the opponent takes a –5 penalty on weapon damage rolls (minimum 1 point) against you for 1 minute.

Taunt: You change your features to mock an opponent. To use this maneuver, you must use your minor change shape ability to mimic the features of a selected target creature, who must be no more than 10 feet from you, must have missed you with a melee or ranged attack in the previous round, and is a humanoid, monstrous humanoid, or giant. You then make a Bluff check as a free action, opposed by the selected creature's Sense Motive check. If your check is successful, your foe takes a –2 penalty on attack rolls for 1 minute.

Unnerve: You change your features to become a more terrifying foe. To use this maneuver, you must hit the target creature with a melee attack and use your minor change shape ability in the same round. You then make a Bluff check as a free action, opposed by a Sense Motive check from the foe you hit. If your check is successful, your foe takes a –2 penalty to AC for 1 minute.

KALASHTAR THOUGHTSHIFTER [RACIAL, TACTICAL]

You have learned to control your mind blade for maximum impact in battle.

Prerequisites: Kalashtar, base attack bonus +4, ability to generate a mind blade.

Benefit: The Kalashtar Thoughtshifter feat enables the use of three tactical maneuvers.

Burrowing Blade: To use this maneuver, you must make a full attack with your mind blade against an opponent using a shield. In the following round, you can spend 1 power point as a swift action to allow your next mind blade attack against that opponent to ignore the shield's bonus to AC.

Nemesis: To use this maneuver, you must make at least one melee attack with your mind blade each round against the same opponent for 2 consecutive rounds. In the following round, you can spend 1 power point as a move action to adapt your weapon to the target, receiving a +1 insight bonus on melee attack rolls and weapon damage rolls made against that opponent with your mind blade. However, you take a –1 penalty on attack rolls and weapon damage rolls made with your mind blade against any other creature. This effect lasts until you restore the balance of your blade (a move action).

Shifting Blade: To use this maneuver, you must make a melee attack with your mind blade against a specific foe. On a melee attack against the same foe in the next round, you can spend 1 power point as a swift action to change the shape of your mind blade in mid-blow, altering the damage type of the weapon (piercing, bludgeoning, or slashing) until the start of your next turn.

RAGEWILD FIGHTING [RACIAL, TACTICAL]

You have mastered a merciless form of combat that emphasizes using brute strength to shatter your foes.

Prerequisites: Shifter, Power Attack, base attack bonus +6.

Benefit: Ragewild Fighting enables the use of three tactical maneuvers (whether you are shifting or not).

Instinctive Strike: Ragewild warriors know that the magic wielded by many of Eberron's powerful creatures can confuse the mind and cloud a warrior's judgment, and so they learn to react to magic forcefully. Whenever you fail a Will save against a spell (excluding spells with "harmless" in their saving throw entry), you can make a single melee attack as an immediate action before the spell takes effect.

Rattle the Weakling: To use this maneuver, you must hit the target creature with a melee attack in the first round, then make a melee attack using Power Attack (taking a penalty of at least –5 on your attack rolls) in the second round. Any creature of your size category or smaller hit by this attack must make a Fortitude save (DC 10 + 1/2 your character level + your Str modifier) or be dazed for 1 round.

Brutal Charge: To use this maneuver, you must charge a foe and successfully hit with a melee attack. If this charge attack hits, you can spend an action point to deal extra damage equal to your Strength bonus (1-1/2 times your Strength bonus if you use a two-handed weapon).

Special: Battleshifter Training and Ragewild Fighting are inimical to each other, and no character can have both tactical feats. If a character chooses to take one of these feats while already having the other, he gains the benefits of the new feat but forever loses access to the first (and does not gain a new feat to replace it).

WARFORGED FEATS

Feats marked with the warforged descriptor allow warforged characters to add construct features and improve their armored bodies.

ADAMANTINE BODY [WARFORGED]

At the cost of mobility, your warforged body can be crafted with a layer of adamantine that provides formidable protective armor and some damage reduction.

Prerequisites: Warforged, 1st level only.

Benefit: Your armor bonus is increased to +8 and you gain damage reduction 2/adamantine. However, your base land speed is reduced to 20 feet, and you

are considered to be wearing heavy armor. You have a +1 maximum Dexterity bonus to AC, a –5 penalty on all skill checks to which armor check penalties apply (Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble), and an arcane spell failure chance of 35%.

Normal: Without this feat, your warforged character has an armor bonus of +2.

Special: Unlike most feats, this feat must be taken at 1st level during character creation. Warforged druids who take this feat cannot cast druid spells or use any of the druid's supernatural or spell-like class features. Warforged characters with this feat do not gain the benefit of any class feature prohibited to a character wearing heavy armor.

COLD IRON TRACERY [WARFORGED]

Cold-forged iron that runs through your body allows you to overcome the supernatural defenses of certain creatures and protecting against some magical attacks.

Prerequisites: Warforged.

Benefit: Your natural weapons and grapple checks made to deal damage are treated as cold iron weapons for the purpose of overcoming damage reduction. You also gain a +1 bonus on Will saves against spells and spell-like abilities.

CONSTRUCT LOCK [WARFORGED]

Your knowledge of construct nature allows you to deal extra damage to or even immobilize such foes.

Prerequisites: Warforged, base attack bonus +2.

Benefit: You gain a +2 bonus on damage rolls against creatures with the construct type (including living constructs). If you roll a critical threat against a construct, you can forego the confirmation roll to make another attack roll using the same modifier. If this second attack also hits and deals at least 1 point of damage, the construct must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Con modifier) or be rendered immobile and helpless for 1 round (as if it had been paralyzed).

Special: If you spend an action point to improve an attack roll against a construct and hit with the attack, the attack roll is automatically considered to be a critical threat regardless of the number rolled on the die.

IMPROVED RESILIENCY [WARFORGED]

You gain a construct's resistance to nonlethal damage.

Prerequisite: Warforged.

Benefit: You are immune to nonlethal damage but lose the ability to benefit from regeneration or fast healing, even if you would gain those qualities through magic or the application of a template.

IRONWOOD BODY [WARFORGED]

Your body is crafted with a layer of hard ironwood that cushions blows.

Prerequisites: Warforged, 1st level only.

Benefit: Your armor bonus increases to +3 and you gain damage reduction 2/slashing. You are considered to be wearing light armor, and have a +4 maximum Dexterity bonus to AC, a –3 penalty on all skill checks to which armor check penalties apply (Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble), and an arcane spell failure chance of 20%.

Normal: Without this feat, your warforged character has an armor bonus of +2.

Special: Unlike most feats, this feat must be taken at 1st level during character creation. A warforged with this feat who then takes Improved Damage Reduction (see page 55 of the *Eberron Campaign Setting*) can choose to gain damage reduction 1/adamantine or improve the damage reduction granted by this feat by 2. Unlike the Adamantine Body and Mithral Body feats, warforged druids who take this feat can cast druid spells and use the druid's supernatural and spell-like abilities.

JAWS OF DEATH [WARFORGED]

Gnashing teeth and a powerful set of jaws allow you to bite foes.

Prerequisite: Warforged.

Benefit: You have a bite attack that deals 1d6 points of damage (for a Medium warforged). Your bite is treated as a secondary natural weapon (–5 penalty on your attack roll and you apply only 1/2 your Strength bonus on damage rolls).

For warforged larger or smaller than Medium (or if you are subject to an effect that increases your size), see Table 5–1 on page 296 of the *Monster Manual* for bite damage.

MITHRAL BODY [WARFORGED]

Your warforged body can be crafted with a layer of mithral that provides some protection without hindering speed or gracefulness.

Prerequisites: Warforged, 1st level only.

Benefit: Your armor bonus is increased to +5 and you are considered to be wearing light armor. You now have a +5 maximum Dexterity bonus to AC, a –2 penalty on all skill checks to which armor check penalties apply (Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble), and an arcane spell failure chance of 15%.

Normal: Without this feat, your warforged character has an armor bonus of +2.

Special: Unlike most feats, this feat must be taken at 1st level, during character creation. Warforged druids who take this feat cannot cast druid spells or use any of the druid's supernatural or spell-like class features. Warforged characters with this feat do not gain the benefit of any class feature prohibited to a character wearing light armor.

SECOND SLAM [WARFORGED]

You have learned to use your form to the utmost and can make two slam attacks.

Prerequisites: Warforged, base attack bonus +6.

Benefit: You can deliver a second slam in any round in which you make a full attack that includes a slam attack. The second slam uses your highest attack bonus with a –5 penalty, and deals your normal slam attack damage.

Special: A fighter can select Second Slam as one of his fighter bonus feats.

SILVER TRACERY [WARFORGED]

Alchemical silver tracery covers your body, allowing you to overcome the supernatural defenses of certain creatures and protecting against some magical attacks.

Prerequisite: Warforged.

Benefit: Your natural weapons and your grapple checks made to deal damage are treated as silvered weapons for the purpose of overcoming damage reduction. As well, you gain a +1 bonus on Fortitude saves against spells and spell-like abilities.

SPIKED BODY [WARFORGED]

Your body is overlaid with hundreds of protruding spikes that can deal great damage to foes.

Prerequisite: Warforged.

Benefit: You deal extra piercing damage on a successful grapple attack as if you were wearing armor spikes (1d6 points for a Medium warforged). Though your slam attack deals no extra damage, the damage it deals is treated as both bludgeoning and piercing damage.

The effect of this feat doesn't stack with equipment or abilities (such as the warforged juggernaut's armor spikes; see page 84 of the *Eberron Campaign Setting*) that provide similar benefits.

UNARMORED BODY [WARFORGED]

Your body is crafted without its normal layer of armor, trading off physical strength for magical potential.

Prerequisites: Warforged, 1st level only.

Benefit: You lose the normal +2 armor bonus and light fortification common to warforged characters, but you have no inherent chance of arcane spell failure and can wear armor or magic robes and gain their full effects.

Special: Unlike most feats, this feat must be taken at 1st level, during character creation. If you later select any warforged feat that grants or adjusts an armor bonus or damage reduction, you lose this feat and all its effects.

Illus. by F. Vohwinkel

This warforged's Silver Tracery takes the fight out of a werewolf

RACIAL SUBSTITUTION LEVELS

By virtue of their culture and history, certain races develop a stronger affinity and aptitude for particular class choices; within those cultures, each class develops in different ways. A substitution level is a level of a given class that you take instead of the level described in the standard class. Selecting a substitution level is not the same as multiclassing—you remain within

the class for which the substitution level is taken. The class features of the substitution level simply replace those of the normal level.

To qualify to take a racial substitution level, you must be of the proper race. For instance, to select a racial substitution level of shifter druid, you must be a shifter.

Four races new to the EBERRON campaign setting—changeling, kalashtar, shifter, and warforged—each have racial substitution levels for three classes. Essentially, each set of substitution levels presents a racially flavored variant base class for your game, as well as guidelines for adding more racial substitution level options (shifter barbarians or warforged clerics, for example). Racial substitution levels for the core races can also be found in the races series of books, including *Races of Stone*, *Races of Destiny*, and *Races of the Wild*.

For each class with racial substitution levels, you can select each substitution level only at a specified class level. When you take a substitution level for your class at a given level, you give up the benefits gained at that level for the standard class and get the substitution level benefits instead.

You can't go back and gain the benefits for the level you swapped out—when you take your next level in the standard class, you gain the next higher level as if you had gained the previous level normally. For instance, if you start out as a 1st-level shifter druid, you forever lose the benefits normally provided to a standard 1st-level druid (gaining the racial substitution benefits instead). When you gain another level in druid, you gain the 2nd-level benefits of the standard druid class.

A character need not take all the substitution levels provided for a class. For instance, a shifter ranger might decide to take only the racial substitution level at 4th level, ignoring the other substitution levels.

The description of each substitution level benefit explains what occurs to the standard class feature not gained, if the benefit from that ability would normally increase at a specific rate (such as the changeling rogue's trap sense ability).

When a substitution level changes the Hit Die or class skill list of the base class, the change applies only to the specific substitution class level, not to any other class levels. A warforged who takes the warforged fighter substitution level as a 1st-level character gains 12 hit points (from the substitution level's d12 Hit Die), and gains an additional 1d12 hit points for each additional warforged fighter substitution level he takes later in his career, but he gains only the normal 1d10 hit points for all his standard fighter levels.

Some of the abilities in this section are performed as swift or immediate actions; for more information on these action types, see the sidebar on page 181.

CHANGELING EGOIST (PSION)

A changeling's aptitude at reshaping his body makes him naturally inclined toward psionic powers that perform similar tasks, such as those of the psychometabolism discipline. The egoist—a psion who specializes in psychometabolic powers—is an avenue often pursued by psionic changelings; such characters are well-known for their superior mastery of the discipline.

Hit Die: d4.

Requirements

To take a changeling egoist substitution level, a character must be a changeling about to take his 1st, 3rd, or 5th level of egoist.

Class Skills

Changeling egoist substitution levels have the class skills of the standard egoist class, plus Bluff and Disguise.

Skill Points at Each Level: 4 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the changeling egoist's racial substitution levels.

Body Control (Ex): Beginning at 1st level, whenever a changeling egoist manifests a psychometabolism power that targets himself (and only himself), he can treat his manifester level as one higher than normal.

This substitution feature replaces the standard egoist's bonus feat gained at 1st level.

Everchanging Psicrystal (Ex): At 3rd level, a changeling egoist gains the ability to reshape his psicrystal's personality (see page 23 of *The Expanded Psionics Handbook*), selecting a new personality as a full-round action. The egoist gains the benefit of the new personality while losing the previous benefit. If he

TABLE 6–2: CHANGELING EGOIST RACIAL SUBSTITUTION LEVELS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Psionics
1st	+0	+0	+0	+2	Body control, discipline (egoist)	As egoist
3rd	+1	+1	+1	+3	Everchanging psicrystal	As egoist/see text
5th	+2	+1	+1	+4	Extra powers known	As egoist/see text

does not have a psicrystal, this ability has no effect until the egoist gains one.

This substitution feature replaces one of the powers gained by a standard egoist at 3rd level. From this point on, the changeling egoist knows one less power than the number indicated on Table 2–3 in the *Expanded Psionics Handbook* (6 at 3rd level, 8 at 4th level, and so forth).

Extra Powers Known: A 5th-level changeling egoist adds the following powers to his list of powers known: *chameleon*, *hustle*, *metamorphosis*, and *thicken skin* (see Chapter 5 of the *Expanded Psionics Handbook*). The egoist adds *metamorphosis* to his list of powers known even though it exceeds the normal maximum power level known (he gains the power but can't yet manifest it). These powers do not count against his limit on powers known.

This substitution feature replaces the bonus feat gained by a standard egoist at 5th level.

CHANGELING ROGUE

The changeling rogue follows the natural proclivities of the race and its favored class, with most multiclass changelings beginning their careers as rogues in order to benefit from the class's wide range of skills. Though he gives up some of his adventure-oriented talents, the changeling rogue gains new abilities that aid him in more mainstream settings. Focusing on social deception and manipulation, he uses and shapes his racial abilities to strong advantage.

Hit Die: d6.

Requirements

To take a changeling rogue substitution level, a character must be a changeling about to take his 1st, 3rd, or 8th level of rogue.

Class Skills

Changeling rogue substitution levels have the class skills of the standard rogue class, plus one Knowledge skill chosen when the first racial substitution level is taken. Once this selection is made, it cannot be changed.

Skill Points at Each Level: 10 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the changeling rogue's racial substitution levels.

Social Intuition (Ex): A changeling rogue has an uncanny awareness of the tone of any social situation in which he finds himself. This grants benefits to a number of his skill checks (see Chapter 4 of the *Player's Handbook* for skill descriptions).

- Making a Gather Information check to gain knowledge takes a changeling rogue only 1d4+1×10 minutes, instead of the normal 1d4+1 hours.
- A gut assessment of a social situation with a Sense Motive check can be made as a full-round action instead of taking a full minute.
- A changeling rogue can take 10 on Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks, even if stress or distraction would normally prevent him from doing so.

This substitution feature replaces the standard rogue's trapfinding ability. A changeling rogue without trapfinding can still use the Search skill to find a trap whose DC is 20 or lower, and can still disarm mundane (but not magic) traps with Disable Device, just as any other character without trapfinding.

Minor Lore (Ex): Thanks to his varied personas and pursuits, a changeling rogue picks up bits of stray knowledge. Beginning at 3rd level, he gains a +1 bonus on all Knowledge checks (though this bonus doesn't change an untrained check to a trained check), improving by +1 every three levels thereafter (to +2 at 6th level, +3 at 9th, and so on). In addition, whenever the rogue successfully aids another character's Knowledge check, that character can apply this bonus on his check result (in addition to the normal bonus granted by the rogue's aid another attempt).

This substitution feature replaces the standard rogue's trap sense ability, which can never be gained at later levels.

Mutable Anatomy (Ex): A changeling rogue learns to shift his body's anatomy in subtle ways during combat to avoid otherwise lethal strikes. Beginning at 8th level, any time a critical hit or sneak attack is scored on a changeling rogue, there is a 50% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. If the changeling rogue has the ability to negate critical hits or sneak attacks by some additional means (such as armor with the fortification special ability), apply the chances separately.

This substitution feature replaces the standard rogue's improved uncanny dodge.

Table 6–3: Changeling Rogue Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, social intuition
3rd	+3	+1	+4	+1	Minor lore, sneak attack +2d6
8th	+6/+1	+2	+5	+2	Mutable anatomy

Table 6–4: Changeling Wizard Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Dual specialization, summon familiar, Scribe Scroll	As wizard
5th	+2	+1	+1	+4	Limited spell knowledge, morphic familiar	As wizard
10th	+5	+3	+3	+7	Limited spell knowledge, override transmutation	As wizard

CHANGELING WIZARD

The changeling wizard taps into his doppelganger heritage in order to simultaneously specialize in illusion and transmutation. He has an intuitive feel for how to change himself and others (both physically and visually), but gives up some of the standard wizard's versatility in exchange for these additional talents in deception.

Hit Die: d4.

Requirements

To take a changeling wizard substitution level, a character must be a changeling about to take his 1st, 5th, or 10th level of wizard.

Class Skills

Changeling wizard substitution levels have the class skills of the standard wizard class, plus Bluff, Disguise, and Sleight of Hand.

Skill Points at Each Level: 4 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the changeling wizard's racial substitution levels.

Dual Specialization (Ex): At 1st level, a changeling wizard can choose to pursue a dual specialization in illusion and transmutation. To do so, he must give up three other schools of magic (but just as for a normal specialist wizard, a changeling wizard can't give up divination to fulfill this requirement).

A morphic familiar changes from rat to lizard

A changeling wizard can prepare one additional spell per spell level each day, chosen from either of his specialty schools. For instance, he might choose to prepare *ghost sound* (illusion) as his additional 0-level spell and *expeditious retreat* (transmutation) as his additional 1st-level spell.

In addition, he gains a +2 bonus on Spellcraft checks to learn spells from either of these schools.

This substitution feature replaces the standard wizard's specialization option.

Limited Spell Knowledge: A changeling wizard's focused studies in illusion and transmutation lead to an excess of knowledge in those areas, but limit his ability to easily add spells of other schools to his spellbook. Each time the character selects a changeling wizard substitution level (other than 1st level), he chooses three spells from the illusion or transmutation schools to add to his spellbook in lieu of the normal two spells added to the standard wizard's spellbook upon gaining a new wizard level. This has no effect on a changeling wizard's ability to add other spells to his spellbook, such as those taken from a scroll or from another wizard's spellbook.

Morphic Familiar (Su): At 5th level, a changeling wizard's familiar gains the ability to alter its form on command. As a full-round action, the familiar can change its form to that of any creature that the wizard could normally have as a familiar (see page 52 of the *Player's Handbook*). The wizard gains the new benefit of the familiar while losing the previous

Illus. by H. Lyon

benefit. If the changeling wizard does not have a familiar, this ability has no effect until he gains one.

This substitution feature replaces the standard wizard's bonus feat gained at 5th level.

Override Transmutation (Ex): A changeling wizard's skill with transmutation spells serves as a good defense against them. Starting at 10th level, if he fails his normal saving throw against a transmutation spell or spell-like ability with a duration other than instantaneous, a changeling wizard can attempt an additional save 1 round later against the same DC.

This substitution feature replaces the standard wizard's bonus feat gained at 10th level.

KALASHTAR MONK

The kalashtar monk uses his natural psionic ability to augment his combat prowess, allowing him to perform tasks beyond even a monk's impressive abilities. Though they do not learn specific psionic powers, kalashtar monks channel their psionic talent in other ways.

Hit Die: d8.

Requirements

To take a kalashtar monk substitution level, a character must be a kalashtar about to take his 1st, 2nd, or 7th level of monk.

Class Skills

Kalashtar monk substitution levels have the class skills of the standard monk class plus Autohypnosis and Knowledge (psionics). See Chapter 3 of the *Expanded Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the kalashtar monk's racial substitution levels. The kalashtar monk's unarmed damage, AC bonus, and unarmored speed bonus all progress as for a standard monk.

Psychic Insight (Su): Once per round, a kalashtar monk can spend 1 power point as a swift action (see Chapter 9) to gain a +1 insight bonus on the next grapple check or stunning fist attack roll he makes. The bonus lasts for up to 1 round and is lost if not used in that time.

As the monk gains levels, he can spend additional power points as part of the swift action (up to 2 power points at 5th level, and up to 3 at 11th level), with each power point spent increasing the insight bonus by 1.

This substitution feature replaces the standard monk's flurry of blows ability. If the monk later gains an ability that improves his flurry of blows, that ability has no effect.

Bonus Feat: At 2nd level, a kalashtar monk can select any psionic feat as a bonus feat (provided he meets the normal prerequisites).

This substitution feature replaces the standard monk's bonus feat gained at 2nd level.

Wholeness of Body (Su): A kalashtar monk of 7th level or higher can psionically augment the standard monk's wholeness of body ability by spending 1 or more power points as part of the action used to activate it. Each power point spent heals an additional 1 point of damage.

Table 6–5: Kalashtar Monk Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Bonus feat, psychic insight, unarmed strike
2nd	+1	+3	+3	+3	Bonus feat*, evasion
7th	+5	+5	+5	+5	Wholeness of body*

*Indicates a class feature altered from the *Player's Handbook*. See the text for details.

KALASHTAR SOULKNIFE

Where the paladin is the champion of the church, the kalashtar soulknife is champion of the light—the sacred warrior of the kalashtar. Drawing on the power of il-Yannah and his own quori heritage, the kalashtar soulknife charges himself with cleansing energy and is able to ravage evil foes or even banish quori spirits and malign mental influences with a stroke of his blade.

Hit Die: d8.

Requirements

To take a kalashtar soulknife substitution level, a character must be a good-aligned kalashtar about to take his 1st, 3rd, or 6th level of soulknife. A kalashtar soulknife who ceases to be good or who willfully commits an evil act loses all kalashtar soulknife substitution features, and may not gain any additional kalashtar soulknife substitution levels. He regains his abilities and advancement potential if he atones for his violations as appropriate (see the *atonement* spell, page 201 of the *Player's Handbook*).

Class Skills

Kalashtar soulknife substitution levels have the class skills of the standard soulknife class, plus Disguise, Knowledge (the planes), and Perform.

Skill Points at Each Level: 4 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the kalashtar soulknife's racial substitution levels.

Align Mind Blade (Su): A kalashtar soulknife can spend 1 power point as a free action to imbue his mind blade with a good alignment for the purpose of overcoming damage reduction. This effect lasts for 1 round. When the kalashtar soulknife gains the ability to enhance his mind blade with weapon special abilities with a +2 bonus base price modifier (10th level), he adds the holy special ability to the list of those he can apply (see page 225 of the *Dungeon Master's Guide*).

This substitution feature replaces the standard soulknife's free Wild Talent feat. Since all kalashtar gain power points for free, the character does not need this feat to materialize his mind blade.

Purifying Strike (Su): Beginning at 3rd level, a kalashtar soulknife can use the essence of his quori soul to drive out malign forces manipulating the minds of others. The soulknife must first make a successful touch attack against a target creature. He then spends 3 power points in order to make a dispel check (using his soulknife level as his caster level) against each mind-affecting spell or ability influencing the target (though he can't choose to ignore some effects and dispel others). If his dispel check succeeds, the effect is dispelled (as by *dispel magic*). Effects that are immune to dispelling can't be affected (except as noted below).

The purifying strike is also treated as a *dismissal* spell for the purpose of exorcising a quori spirit inhabiting a target creature. The save DC for this effect is 10 + the soulknife's class level + the soulknife's Cha modifier – the target's HD.

This substitution feature replaces the standard soulknife's psychic strike ability. A kalashtar soulknife instead gains that ability at 7th level, and the extra damage dealt is reduced by 1d8 from the value given on Table 2–5, page 27 of the *Expanded Psionics Handbook*.

Stand Fast (Ex): Beginning at 6th level, a kalashtar soulknife gains a +2 dodge bonus to his AC during any round in which he moves no more than 5 feet. This bonus only applies as long as the soulknife is psionically focused.

This substitution feature replaces the Speed of Thought bonus feat gained by the standard soulknife.

Table 6–6: Kalashtar Soulknife Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Mind blade, align mind blade, Weapon Focus (mind blade)
3rd	+2	+1	+3	+3	Purifying strike
6th	+4	+2	+5	+5	Mind blade enhancement +1, stand fast

KALASHTAR TELEPATH (PSION)

To a certain extent, all kalashtar are telepaths, since they share a racial talent to create a *mindlink*. A kalashtar who specializes in the telepathy discipline takes this natural ability to the limit, but at the expense of some of the more general features of the psion class.

Hit Die: d4.

Requirements

To take a kalashtar telepath substitution level, a character must be a kalashtar about to take his 1st, 3rd, or 5th level of telepath.

Class Skills

Kalashtar telepath substitution levels have the class skills of the standard telepath class, plus Intimidate.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the kalashtar telepath's racial substitution levels.

Mindlink (Ps): If a kalashtar telepath selects at least one kalashtar telepath substitution level, he can manifest his racial *mindlink* power as a wilder of a level equal to his Hit Dice (rather than 1/2 his HD). As well, each time the character selects a kalashtar telepath substitution level, he gains the ability to manifest his racial *mindlink* power one additional time per day, to a maximum of four times per day if he selects all three racial substitution levels.

Table 6–7: Kalashtar Telepath Racial Substitution Levels

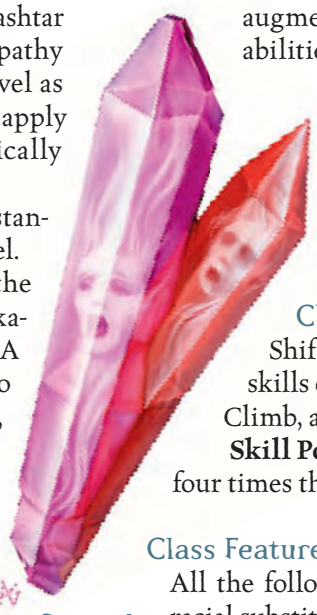
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Powers Known
1st	+0	+0	+0	+2	Discipline (telepathy), *mindlink**, telepathic talent	As telepath
3rd	+1	+1	+1	+3	Compound psicrystal, *mindlink**	As telepath/see text
5th	+2	+1	+1	+4	Extra powers known, *mindlink**	As telepath/see text

*Indicates a racial ability altered from the *Eberron Campaign Setting*. See the text for details.

Telepathic Talent (Ex): Whenever a kalashtar telepath manifests a power from the telepathy discipline, he can treat his manifester level as one higher than normal. (This does not apply to all telepathy powers, just those specifically included in the telepathy discipline.)

This substitution feature replaces the standard telepath's bonus feat gained at 1st level.

Compound Psicrystal (Ex): Like the kalashtar race itself, the psicrystal of a kalashtar telepath manifests a hybrid nature. A 3rd-level kalashtar telepath can choose two different personalities for his psicrystal, and gains the benefits of both personalities simultaneously. A kalashtar telepath can even choose Sage as both personalities, but must select different Knowledge skills for each. If he does not have a psicrystal, this ability has no effect until the telepath gains one.



Compound psicrystal

This substitution feature replaces one of the known powers gained by a standard telepath at 3rd level. From this point on, a kalashtar telepath knows one less power than the number given on Table 2–3, page 20 of the *Expanded Psionics Handbook* (6 at 3rd level, 8 at 4th level, and so forth).

Extra Powers Known: A 5th-level kalashtar telepath can add any two telepathy discipline powers of 3rd level or lower to his list of powers known. These powers do not count against his limit on powers known.

This substitution feature replaces the bonus feat gained by a standard telepath at 5th level.

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SHIFTER DRUID

Beyond instinct, beyond even their empathic connection with nature, shifter druids hold a bestial spirit within their mutable forms. Their understanding of the natural world binds them closer to their lycanthrope heritage than other shifters, and from this bond is born a powerful relationship with an intangible spirit of raw and feral might. Shifter druids often cultivate a bond with these inner spirits rather than with an animal companion, greatly augmenting their spellcasting and shifting abilities.

Hit Die: d8.

Requirements

To take a shifter druid substitution level, a character must be a shifter about to take his 1st, 4th, or 5th level of druid.

Class Skills

Shifter druid substitution levels have the class skills of the standard druid class, plus Balance, Climb, and Jump.

Skill Points at Each Level: 4 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the shifter druid's racial substitution levels.

Beast Spirit (Su): Shifter druids share a bond with a powerful internal spirit—an intangible manifestation of raw bestial strength and instinct. This spirit grows in power as a shifter druid advances in level, granting increased physical abilities, powerful augmentations to the shifter druid's summoning, and additional spellcasting power. The beast spirit within a shifter druid is at once a separate entity and an extension of the shifter druid's own lycanthrope heritage.

This substitution feature replaces the standard druid's animal companion class feature. If the shifter gains an animal companion from another class (such as ranger), his druid levels don't stack with levels of that other class to determine the animal companion's abilities.

Reckless Nature (Ex): A shifter druid learns to rely on his animal instincts rather than his civilized qualities. Beginning at 4th level, he gains a +2 insight bonus on initiative checks and Reflex saves, but takes a –2 penalty on Will saves.

A shifter druid and his dire boar beast spirit

This substitution feature replaces the standard druid's resist nature's lure ability.

Wild Shifting (Ex): A shifter druid learns to exercise extraordinary control over his own form, and beginning at 5th level, he can use his racial shifting ability one additional time per day. As well, he can use his Wisdom modifier (instead of his Constitution modifier) to determine the duration of his shifting.

A shifter druid who selects this substitution level also gains additional benefits at later levels. Beginning at 8th level, any natural weapons gained from shifting deal damage as if the druid were one size category larger than he is. At 15th level and higher, they deal damage as if he were two size categories larger (see Table 5–1, page 296 of the *Monster Manual*).

This substitution feature replaces the standard druid's wild shape ability, and at each level that a shifter druid would normally gain an additional daily use of wild shape, he instead gains one additional daily use of his shifting ability. The druid gains no abilities in place of wild shape (Tiny) or wild shape (plant), but gains the ability to wild shape into an elemental as normal from 16th level

THE SHIFTER DRUID'S BEAST SPIRIT

A shifter druid's beast spirit is not a creature in the traditional sense, but neither is it subject to effects that affect some spirits (it can't be cast out from the druid as a possessing ghost can, for example). Its presence grants the shifter druid the following abilities.

Class Level	Ability Bonus	Special
1st–2nd	+0	Alertness, extend shifting, feral empathy
3rd–5th	+2	Will of the spirit
6th–8th	+2	Transfer spirit
9th–11th	+4	Prepare spell (3rd level or lower)
12th–14th	+4	Rapid summons
15th–17th	+6	Prepare spell (6th level or lower)
18th–20th	+6	Manifested spirit

Class Level: The character's druid level.

Ability Bonus: The druid gains a bonus to his Strength, Dexterity, or Constitution score, choosing which ability score is affected at the time he prepares spells each day. He can change the affected ability score at any point in the day, but doing so requires a full minute of concentration and provokes attacks of opportunity. If this concentration disrupted in any way, the bonus is lost until the druid successfully attempts the process again.

Alertness (Su): A shifter druid's spirit beast grants him Alertness as a bonus feat.

Extend Shifting (Su): Born of wild instinct and natural power, a shifter druid's spirit beast strengthens the druid's racial shifting ability, adding 2 rounds to its duration.

Feral Empathy (Su): Filled with the raw power of his beast spirit, a shifter druid bonds with wild animals instinctively, gaining a +4 bonus on wild empathy checks and Handle Animal checks (see page 35 of the *Player's Handbook* for a full description of the druid's wild empathy ability).

Will of the Spirit (Su): A shifter druid's beast spirit helps him maintain control of his mind. Starting at 3rd level, if he fails his normal saving throw against an enchantment spell or effect, the shifter druid can attempt an additional save 1 round later at the same DC.

Transfer Spirit (Su): Starting at 6th level, a shifter druid can temporarily transfer his beast spirit to any animal within 30 feet that he has summoned with a *summon nature's ally* spell. Transfer spirit is a move action that does not provoke attacks of opportunity.

While the spirit is transferred, all benefits it normally grants the druid are temporarily suppressed. In exchange, the summoned creature gains a bonus to its Strength, Dexterity, or Constitution score (whichever of the druid's abilities was enhanced at the time of transfer) equal to twice the bonus gained by the druid. This ability also enables the druid to communicate with the summoned animal as if they shared a common language.

A shifter druid cannot recall his beast spirit until the summoned creature dies, is dismissed, or the summoning spell ends. Once transferred, the animal can move more than 30 feet away from the druid without losing the beast spirit benefits.

Prepare Spell (Su): The presence of his beast spirit allows a shifter druid to prepare one extra druid spell of 3rd level or lower to be cast on himself (which must have a range of touch or personal). The spell is prepared normally and treated as if cast by the druid for all purposes (caster level, save DC, and so forth), but is cast by the beast spirit with a moment's thought on the part of the shifter druid (a swift action). A beast spirit cannot cast this spell while it is transferred to another creature. The druid cannot lose a spell prepared in this manner in order to use his spontaneous casting ability.

Starting at 15th level, the druid can prepare and cast a spell of up to 6th level using this ability.

Rapid Summons (Su): The presence of his beast spirit enhances the druid's connection to the otherworldly animals and natural creatures that he can summon using the *summon nature's ally* spell. From 12th level on, as long as the beast spirit is present within the druid, he casts any *summon nature's ally* spell as a standard action instead of a full-round action.

Manifested Spirit (Su): With his lycanthrope heritage strengthened by the presence of the beast spirit, a shifter druid manifests more powerful abilities when he shifts. At 18th level, the shifter druid gains Extra Shifter Trait as a bonus feat. If he already has the Extra Shifter Trait feat, he gains its benefit a second time and can choose a third shifter trait (an exception to the normal rule that you cannot gain the benefit of this feat twice).

Table 6–8: Shifter Druid Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Beast spirit	As druid
4th	+3	+4	+1	+4	Reckless nature	As druid
5th	+3	+4	+1	+4	Wild shifting	As druid

on (including additional uses at 18th and 20th level, and Huge size at 20th level).

SHIFTER RANGER

Many shifters become rangers, both from their love of the ranger's solitude and single-minded purpose, and from their inherent connection to the natural world. Racial substitution levels allow the shifter ranger to enjoy an even stronger bond with the wilderness, enhancing his own shifting abilities and even sharing them with his animal companion.

Hit Die: d8.

Requirements

To take a shifter ranger substitution level, a character must be a shifter about to take his 1st, 4th, or 9th level of ranger.

Class Skills

Shifter ranger substitution levels have the class skills of the standard ranger class, plus Balance.

Skill Points at Each Level: 6 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the shifter ranger's racial substitution levels.

Wild Empathy (Ex): Beginning at 1st level, a shifter ranger can improve the attitude of an animal. This ability functions identically to the druid class feature of the same name (see page 35 of the *Player's Handbook*), except that the shifter ranger's innate understanding of the natural world allows him to add his Wisdom modifier (instead of his Charisma modifier) to his wild empathy checks.

Share Shifting (Su): A shifter ranger of 4th level or higher can share the benefits he gains while shifting with his animal companion. The companion must be adjacent to the ranger when he begins shifting (though any distance between them has no subsequent effect). All shared benefits end when the ranger's shifting ends (or if he loses consciousness).

The animal companion gains all the benefits of shifting (including any shifter feats or class features in effect for the shifter ranger), though it does not gain any new natural weapons. If it already has a natural weapon that the shifter ranger gains while shifting, it gains a +1 bonus on damage rolls for every four of the ranger's class levels.

This substitution feature replaces a standard ranger's ability to share spells with his animal companion.

Enhanced Shifting (Su): A 9th-level shifter ranger gains an extra benefit while shifting, based on his primary shifter trait (the trait chosen during character creation, and the one that provides a bonus to his ability score).

If the shifter's primary trait grants a bonus to Strength, the shifter's natural weapons are treated as adamantine for the purpose of overcoming damage reduction while shifting. This benefit applies to the gorebrute, longtooth, and razorclaw traits.

If the shifter's primary trait grants a bonus to Dexterity, the shifter gains improved evasion, avoiding damage from certain attacks with a successful Reflex save and taking only half damage on a failed save (see the monk class feature, page 42 of the *Player's Handbook*). This benefit applies to the cliffwalk, longstride, and swiftwing traits.

If the shifter's primary trait grants a bonus to Constitution, the shifter gains fast healing while shifting, gaining a number of hit points per round equal to 1 + the number of shifter feats he possesses. See page 308 of the *Monster Manual* for details, but note that this ability doesn't stack with any other fast healing the shifter might possess. This benefit applies to the beasthide, truedive, and wildhunt traits.

If the shifter's primary trait grants a bonus to Wisdom, the shifter gains immunity to enchantment

Table 6–9: Shifter Ranger Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+2	+0	1st favored enemy, Track, wild empathy*	—
4th	+4	+4	+4	+1	Animal companion, share shifting	As ranger
9th	+9	+6	+6	+3	Enhanced shifting	As ranger

*Indicates a class feature altered from the *Player's Handbook*. See the text for details.

effects while shifting. This benefit applies to the dreamsight trait.

This substitution feature replaces a standard ranger's evasion ability.

SHIFTER WILDER

Despite his typically low Charisma, a shifter's animalistic nature often manifests itself as passion or zeal—tendencies right in line with the wilder psionic class. A shifter who pursues this unorthodox approach can meld his shifting and psionic talents in powerful ways.

Hit Die: d6.

Requirements

To take a shifter wilder substitution level, a character must be a shifter about to take his 1st, 2nd, or 6th level of wilder.

Class Skills

Shifter wilder substitution levels have the class skills of the standard wilder class, plus Survival.

Skill Points at Each Level: 4 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the shifter wilder's racial substitution levels.

Wild Psychometabolism (Ex): A shifter wilder can learn powers from the egoist list (see page 72 of the *Expanded Psionics Handbook*) as if they were on the wilder list.

Savage Renewal (Su): Beginning at 2nd level, when a shifter wilder's shifting ends, he regains a number of power points equal to the maximum power level he can know. For example, a 2nd-level shifter wilder regains 1 power point when his shifting ends, while a 20th-level shifter wilder regains 9 power points.

This substitution feature replaces the standard wilder's elude touch ability.

Euphoric Shifting (Ex): Beginning at 6th level, any round a shifter wilder spends under the effect of surging euphoria while shifting does not count against the duration of that shifting. If a shifter wilder is not shifting, this ability has no effect.

WARFORGED ARTIFICER

Artificers are the unparalleled masters of magic item and construct enhancement and creation, and it should surprise no one that warforged artificers attain even greater heights than the norm. Made by magic and often trained by House Cannith, warforged artificers are held in high esteem among their peers, with an innate aptitude for their craft granting them abilities unequalled by artificers of other races.

Hit Die: d6.

Requirements

To take a warforged artificer substitution level, a character must be a warforged about to take his 1st, 4th, or 5th level of artificer.

Class Skills

Warforged artificer substitution levels have the class skills of the standard artificer class.

Skill Points at Each Level: 4 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the warforged artificer's racial substitution levels.

Infuse Self (Ex): A warforged artificer is particularly skilled at magically enhancing his own body, and adds one to his caster level for determining the effect of any infusion he imbues upon himself. This caster level bonus applies only to effects that target the warforged artificer, even if an effect can be made to target other creatures simultaneously.

Tools of War (Su): Beginning at 4th level, a warforged artificer becomes particularly talented at affecting the tools of war (constructs, living constructs, and magic arms and armor) with his infusions and enhancements. Each time the warforged artificer imbues an infusion on a construct or living construct (including himself) or on a magic weapon, magic shield, or suit of magic armor, he can repair the target object of a number of points of damage equal to his Charisma modifier (minimum 1). This benefit is in addition to the infusion's normal effect.

In addition, whenever the warforged artificer spends points from his craft reserve to add a magical

Table 6–10: Shifter Wilder Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Powers Known
1st	+0	+0	+0	+2	Wild surge +1, psychic enervation, wild psychometabolism	As wilder
2nd	+1	+0	+0	+3	Savage renewal	As wilder
6th	+4	+2	+2	+5	Euphoric shifting	As wilder

Table 6–11: Warforged Artificer Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Infusions per Day
1st	+0	+0	+0	+2	Artificer knowledge, artisan bonus, disable trap, infuse self, item creation, Scribe Scroll	As artificer
4th	+2	+1	+1	+4	Tools of war, bonus feat	As artificer
5th	+2	+1	+1	+4	Craft Magic Arms and Armor, craft weapon familiar	As artificer

property to any construct or living construct (including himself), to create a construct, or to create or enhance magic armor, a magic shield, or a magic weapon, each point spent is worth 2 XP.

This benefit replaces the standard artificer's craft homunculus feature.

Craft Weapon Familiar (Ex): Beginning at 5th level, a warforged artificer can craft an intelligent melee weapon that functions much like a wizard or sorcerer's familiar (see the Weapon Familiars sidebar for details). The warforged artificer must create a magic weapon, paying all the normal costs in gp and XP, after which he must spend an additional 1,000 gp and one more day to further imbue the item with the sentience required to become a familiar. A warforged artificer can have only one weapon familiar at a time.

At any time, the warforged artificer can further enhance his weapon familiar (as with any other magic weapon), or can sever his connection to the weapon familiar in order to create a new one. When a warforged artificer dies or voluntarily severs the connection with his weapon familiar, the weapon loses all weapon familiar abilities (including sentience) but retains any other magic enhancement. If a warforged artificer is raised, resurrected, or wishes to voluntarily renew a severed connection, he must spend 1,000 gp and one day to imbue the weapon familiar with sentience again.

This substitution feature replaces the standard artificer's retain essence feature.

WARFORGED FIGHTER

To many, the words "warforged" and "fighter" seem almost synonymous. Built to serve as soldiers, warforged are indeed singularly suited to the pursuit of the combat arts. The warforged fighter who gives up some of that class's range of options, however, gains a stability in combat and a greater command of his construct body.

Hit Die: d12.

Requirements

To take a warforged fighter substitution level, a character must be a warforged about to take his 1st, 2nd, or 4th level of fighter.

Class Skills

Warforged fighter substitution levels grant the following class skills: Craft and Intimidate.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the warforged fighter's racial substitution levels.

Battle Hardened (Ex): A warforged fighter is crafted for battle, ready to act at a moment's notice and hardened against terror. He gains a +3 bonus on initiative checks and on saves against fear effects.

This substitution feature replaces the standard fighter's bonus feat gained at 1st level.

Bonus Warforged Feat: At 2nd level, a warforged fighter can select any warforged feat for which he meets the prerequisites as a bonus feat.

This substitution feature replaces the standard fighter's bonus feat gained at 2nd level.

Body as Weapon (Ex): At 4th level, a warforged fighter gains a +2 bonus on weapon damage rolls made with his slam attack or with any weapon attached as a warforged component (see Chapter 10 of the *Eberron Campaign Setting*, or Chapter 8 of this book).

This substitution feature replaces the standard fighter's bonus feat gained at 4th level.

Table 6–12: Warforged Fighter Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Battle hardened
2nd	+2	+3	+0	+0	Bonus warforged feat
4th	+4	+4	+1	+1	Body as weapon

WARFORGED PALADIN

The rare warforged who takes up a paladin's path likely follows no deity. With no assurance of divinity or even the existence of their own souls, warforged paladins often follow a simple faith of good will. Believing in the necessity for just and benign behavior and the benefits of living in such a fashion, these warforged paladins can gain abilities uncommon for the class and unique to their race.

Hit Die: d10.

WEAPON FAMILIARS

Weapon familiars are intelligent magic melee weapons crafted by a warforged artificer with the craft weapon familiar class feature. Each weapon familiar is magically linked to its creator, much like a normal familiar is linked to its master.

A weapon familiar grants special abilities to its creator while held (as shown on the table below). Each weapon familiar grants one special ability based on the effort required to use it (light, one-handed, or two-handed) and its damage type (bludgeoning, piercing, or slashing). If a weapon familiar has more than one property in the same category (such as a morningstar, which deals both bludgeoning and piercing damage), the creator chooses which special ability the weapon familiar will grant.

Weapon Familiar	Creator Gains
Light	+3 bonus on Disable Device checks
One-handed	+3 bonus on Use Magic Device checks
Two-handed	+3 bonus on Concentration checks
Bludgeoning	+2 bonus on Fortitude saves
Piercing	+2 bonus on Reflex saves
Slashing	+3 hit points

Weapon Familiar Basics: A weapon familiar is an intelligent magic weapon, with a basic description as given in the *Player's Handbook* and the additional features described below. See Intelligent Items, page 268 of the *Dungeon Master's Guide,* for more information.

Ability Scores: As an intelligent item, a weapon familiar has Intelligence, Wisdom, and Charisma scores. Two of these abilities have a score of 14 and one has a score of 10, as determined by the warforged artificer at the time of creation.

Hit Points: A weapon familiar has the normal hit points for a weapon of its type (see Table 8–8, page 158 of the *Player's Handbook*) and enhancement bonus, plus bonus hit points equal to one-half its creator's hit points (not including temporary hit points), rounded down. For example, if the creator of a *+1 heavy mace* weapon familiar had 25 hit points, the weapon familiar would have 42 hit points (20 for a heavy mace, +10 for being a +1 weapon, +12 for its creator's hit points).

Saving Throws: A weapon familiar need not make any saving throw unless its wielder rolls a 1 on a save against an effect that could also damage the weapon familiar (such as *fireball*) or if the effect specifically targets the weapon familiar (such as *shatter*). For each saving throw, a weapon familiar uses either its own base save bonus (2 + 1/2 its creator's artificer level) or its creator's save bonus (from all classes), whichever is better. A weapon familiar adds its own ability modifiers on saving throws (Dex –5, Con +0, Wis varies).

Senses: A weapon familiar has darkvision out to 60 feet, and it can hear as well as a normal person.

Communication: A weapon familiar can speak and understand Common, plus one language per point of Intelligence bonus (if any). It can also communicate telepathically with its master as long as it is held.

Alignment: When created, a weapon familiar has the same alignment as its creator. Note, though, that a weapon familiar and its creator might find themselves in conflict if the creator's alignment ever changes.

Ego: As an intelligent item, a weapon familiar has an ego score. Though it never engages in a personality conflict with its wielder, it automatically does so if another character attempts to wield it. For the purpose of determining ego score, a weapon familiar is considered to have six lesser powers, and to gain new lesser powers when its creator attains 11th level and 13th level.

Weapon Familiar Ability Descriptions: All weapon familiars gain or impart special abilities depending on their creator's artificer level. The abilities given on the table are cumulative.

Creator Class Level	Hardness Adj.	Special
5th–6th	+1	Alertness, deliver touch infusions, improved evasion, share infusions
7th–8th	+2	—
9th–10th	+3	—
11th–12th	+4	Spell resistance
13th–14th	+5	*Scry on weapon familiar*
15th–16th	+6	—
17th–18th	+7	—
19th–20th	+8	—

Hardness Adj.: The number noted here is an improvement to the weapon familiar's existing hardness.

Alertness (Ex): The presence of a weapon familiar sharpens its creator's senses. While a weapon familiar is held, the creator gains the effect of the Alertness feat (see page 89 of the *Player's Handbook*).

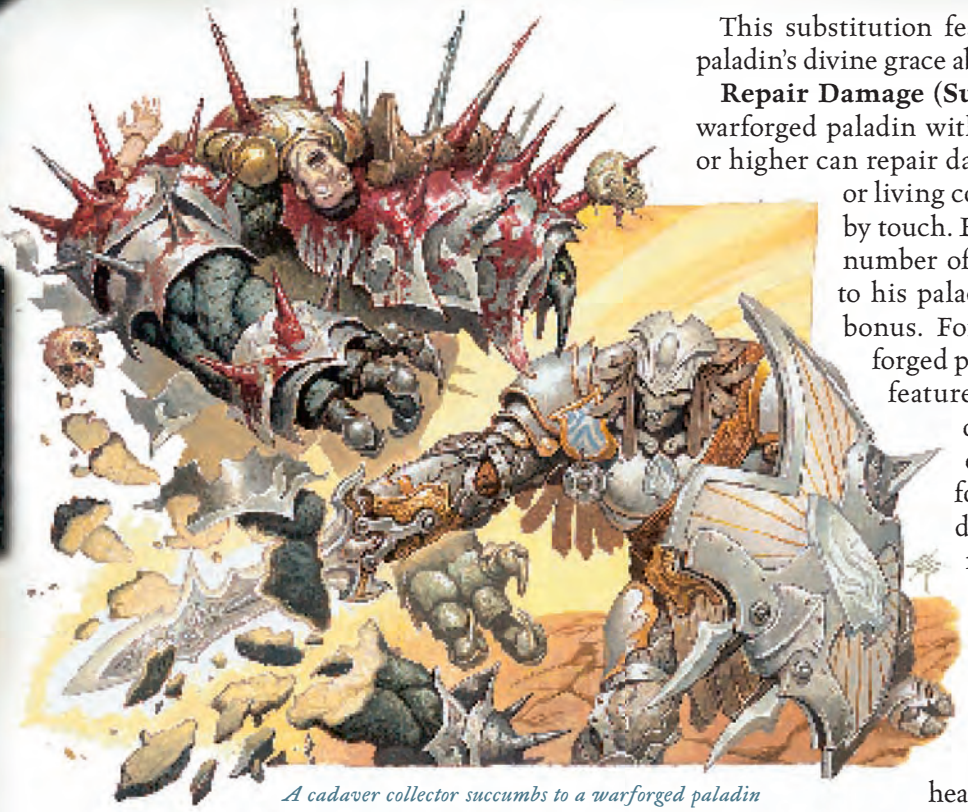
Deliver Touch Infusions (Su): If a weapon familiar is held by its creator at the time the creator imbues an infusion with a range of touch, the creator can then deliver the infusion by touching a target with the weapon familiar (either as a melee touch attack or as a normal melee attack). If the creator imbues another infusion before the touch is delivered, the touch infusion dissipates.

Improved Evasion (Ex): A weapon familiar can avoid damage from certain attacks with a successful Reflex save and take only half damage on a failed save. See the monk class feature, page 42 of the *Player's Handbook.*

Share Infusions: At the creator's option, he can have any infusion he imbues on himself also affect his weapon familiar. The weapon familiar must be held at the time of casting to receive the benefit, and the creator and his weapon familiar can share spells even if those spells don't normally affect objects. This ability otherwise functions identically to the share spells ability (page 53 of the *Player's Handbook*).

Spell Resistance (Ex): If its creator is 11th level or higher, a weapon familiar gains spell resistance equal to the creator's artificer level +5. The creator's infusions automatically overcome this spell resistance.

Scry on Weapon Familiar (Sp): If a creator's level is 13th level or higher, he can scry on his weapon familiar (as if casting *scrying* with automatic success) once per day. See the spell description, page 274 of the *Player's Handbook.*



A cadaver collector succumbs to a warforged paladin with the smite construct ability

Illus. by S. Prescott

Requirements

To take a warforged paladin substitution level, a character must be a warforged about to take his 1st, 2nd, or 3rd level of paladin.

Class Skills

Warforged paladin substitution levels grant the following class skills: Concentration, Craft, Knowledge (nobility and royalty), Knowledge (religion), Profession, and Ride.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the warforged paladin's racial substitution levels.

Smite Construct (Su): A warforged paladin can use his smite evil ability against a construct, gaining a bonus on his attack rolls and damage rolls as if smiting an evil creature, regardless of the construct's alignment.

Durable Will (Su): At 2nd level, a warforged paladin gains a bonus equal to his Constitution bonus (if any) on Will saves.

This substitution feature replaces the standard paladin's divine grace ability.

Repair Damage (Su): Beginning at 2nd level, a warforged paladin with a Constitution score of 12 or higher can repair damage dealt to any construct or living construct (including himself) by touch. Each day he can repair a total number of hit points of damage equal to his paladin level × his Constitution bonus. For example, a 7th-level warforged paladin with this substitution feature and a Constitution score of 16 can repair 21 points of damage per day. A warforged paladin can choose to divide his repair ability among multiple recipients, and he doesn't have to use it all at once. Using repair damage is a standard action.

Alternatively, a warforged paladin can use any or all of this power on living creatures, healing damage equal to one-half the number of points of repair expended. Unlike the paladin's lay on hands ability, this ability cannot be used to deal damage to undead.

This substitution feature replaces the standard paladin's lay on hands ability.

Immunity to Stunning (Ex): From 3rd level on, a warforged paladin cannot be stunned.

This substitution feature replaces the standard paladin's divine health ability.

Table 6–13: Warforged Paladin Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Aura of good, detect evil, smite construct, smite evil 1/day
2nd	+2	+3	+0	+0	Durable will, repair damage
3rd	+3	+3	+1	+1	Aura of courage, immunity to stunning

Illus. by K. Walker

Do strangers to conflict, the races of Eberron have developed specialized fighting techniques, secretive schools of magic, and other powerful traditions. The prestige classes described in this chapter highlight some of the most potent and unique abilities found among Eberron's unique races.

ATAVIST

"We are a hundred blades guided by a single spirit. You cannot stop us all."

—Lanharath, atavist shadow watcher

The path of atavism was developed in Khorvaire over the course of the last century, but its power is drawn from the very foundation of the kalashtar race. The quori spirits that gave birth to the kalashtar are spread throughout their descendants, existing now as little more than a memory. The discipline of an atavist strengthens his bond to this ancestral spirit and to all other kalashtar that have embraced their unique heritage. When working alone, atavists can be versatile and dangerous opponents; when acting in concert, they become an unstoppable force.

BECOMING AN ATAVIST

With their spiritual bond enhancing the powers of mind and body, most atavists are drawn from classes that combine these aspects, such as monk or soulknife. Though some fighters who favor unarmed attacks pursue this class, they are relatively rare.

CLASS FEATURES

As an atavist advances in level, he strengthens the bond with his quori spirit. This bond gives him an intuitive connection to other kalashtar who share his lineage, and he gains a range of abilities that allows him to share his knowledge, power, and skills with his spiritual kin. The use of some class features requires the atavist to be psionically focused or to expend his psionic focus (see the sidebar on page 113).

Call to Mind (Ps): At 1st level, you gain the ability to use the psionic power *call to mind* three times per day, with a manifester level equal to your atavist level. If you are not using the *Expanded Psionics Handbook* in your game, use this description of the *call to mind* power:

By meditating for 1 minute after a failed Knowledge check, you can make a new check on the

same subject with a +4 competence bonus. If successful, you instantly recall what was previously buried in your subconscious.

Spiritual Lineage (Ex): You gain a strong bond with your linked quori spirit's personality, initially affecting your list of class skills, then granting additional powers based on the quori spirit's personality trait.

The four basic personality traits are listed below. You must choose one trait at 1st level, and this choice can never be changed later.

Aggressive: Your quori spirit favors action over discussion. Balance, Climb, Jump, and Tumble are class skills for you.

Cautious: Your quori spirit has a furtive nature. Hide, Move Silently, and Search are class skills for you.

Insightful: Your quori spirit is perceptive and wise. Listen and Spot are class skills for you.

Sociable: Your quori spirit is friendly and has a talent for evaluating others. Bluff, Diplomacy, Gather Information, and Sense Motive are class skills for you.

Unarmed Strike/Mind Blade Improvement (Ex): You gain the ability to deal extra damage with a particular favored type of attack. If you have the Improved Unarmed Strike feat, you deal damage as if you were a monk of a level equal to your atavist level. This benefit stacks with the damage from any monk levels you already have, so that a 5th-level monk/3rd-level atavist would deal 1d10 points of damage with his unarmed strike (just as an 8th-level monk).

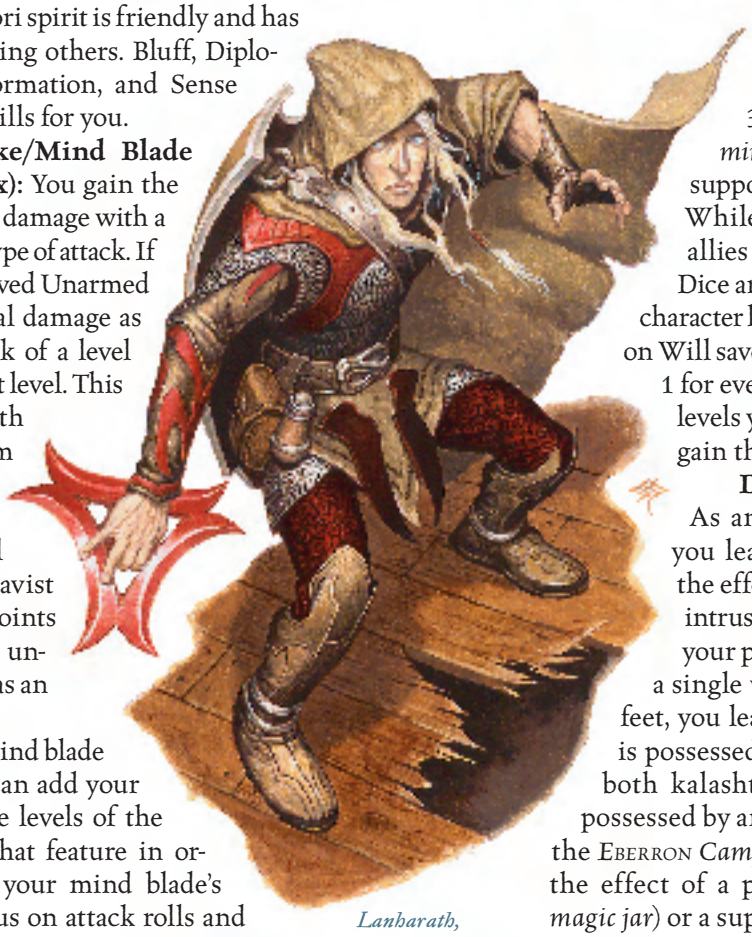
If you have the mind blade class feature, you can add your atavist levels to the levels of the class that grants that feature in order to determine your mind blade's enhancement bonus on attack rolls and damage rolls (but not for any of the weapon's other features).

Augmented Mindlink (Ps): Beginning at 2nd level, you can use your racial *mindlink* power to contact one additional creature for every two class levels you possess (two at 2nd level, three at 4th, and so on). Each additional creature you target cannot be more than 15 feet from another creature with which you are already in *mindlink* contact.

Also, if you are psionically focused and use your *mindlink* to contact any psionically focused allies, you gain 1 temporary power point for 1 hour (or until used). No matter how many psionically focused allies you contact, you gain only 1 temporary power point per use of *mindlink*.

Defensive Insight (Su): Beginning at 2nd level, you can call upon your psychic reserve to assume a defensive posture. By expending your psionic focus, you add a +2 insight bonus to your AC and on your Reflex saves for 1 minute (or until you become psionically focused again, whichever comes first).

Additionally, while in the presence of like minds, you can draw on those minds for support and insight. If any ally with at least 1 power point is within 30 feet when you activate this class feature, your insight bonus improves to +3. If that ally is a kalashtar, the bonus improves to +4.



Lanharath, a kalashtar atavist

Illus. by S. Prescott

Supportive Mindlink (Su): Beginning at 3rd level, you can use your *mindlink* power as a mental support network for your allies. While the power is active, all allies in the *mindlink* whose Hit Dice are equal to or less than your character level gain a +1 morale bonus on Will saves. This bonus increases by 1 for every three additional atavist levels you possess, but you do not gain the bonus yourself.

Detect Possession (Su): As an enemy of the Inspired, you learn at 4th level to detect the effects of their quori masters' intrusive presence. By expending your psionic focus and targeting a single visible creature within 30 feet, you learn whether that creature is possessed by a quori spirit (true of both kalashtar and the Inspired), is possessed by an outsider (see page 100 of the Eberron *Campaign Setting*), or is under the effect of a possession spell (such as *magic jar*) or a supernatural power (such as a ghost's malevolence).

This effect is blocked by any spell or effect that would prevent you from reading the target's thoughts, and it has no ability to detect other kinds of charm or compulsion effects.

Spiritual Focus (Su): Beginning at 5th level, while you are psionically focused, your body is surrounded by an invisible, intangible spiritual energy. This field grants you a supernatural power based on

the personality of your quori spirit (see Spiritual Lineage, above).

Aggressive: You channel your attacks through your quori spirit, extending your natural reach with your unarmed strike and mind blade attacks by 5 feet.

Cautious: Your quori spirit increases your speed, adding 5 feet to all your movement rates.

Insightful: Your senses are in tune with the awareness of your quori spirit, granting you blindsense out to 5 feet (see page 306 of the *Monster Manual*).

Sociable: Your quori spirit inspires you with hope, granting you a +1 morale bonus on attack rolls and weapon damage rolls, as well as on saves against fear effects.

Quori Hunter (Su): Beginning at 7th level, while you are psionically focused, you gain the ability to deal potent strikes against the quori and the creatures they possess.

Depending on whether you have the Improved Unarmed Strike feat or the mind blade class feature, your unarmed strike or mind blade (as appropriate) is treated as a good-aligned weapon for the purpose of overcoming damage reduction. In addition, your unarmed strike or mind blade (as appropriate) deals extra damage equal to 1/2 your atavist level against quori or quori-possessed creatures (including kalashtar and Inspired).

Dismissing Strike (Su): At 8th level, you learn to cast out spiritual entities from the physical forms they possess. Three times per day (but no more than once per round), you can declare any melee attack you make while psionically focused to be a dismissing strike. If the attack hits, treat it as if you had also cast a *dismissal* spell on any outsider (such as a quori) possessing the creature struck. Your caster level for determining the effectiveness of the *dismissal* is equal to your class level +5 (or +10 when attempting to dismiss a quori).

Personal Mind Blank (Ps): At 9th level, you gain the ability to temporarily protect your mind against magical or psionic influence, but at the cost of shutting yourself off from telepathic contact with others. Once per day, you can manifest *personal mind blank*, as the psionic power except that its duration is 1 hour and you can dismiss it as a standard action.

If your campaign doesn't make use of the *Expanded Psionics Handbook*, treat this as a *mind blank* spell-like ability (see page 253 of the *Player's Handbook*) that you can cast only on yourself.

Since *mindlink* is a mind-affecting power, you can't use that ability while this one is active.

Spiritual Union (Su): At 10th level, you forge a special bond with your quori spirit, gaining a +4 insight bonus on all class skills it grants you.

In addition, by expending your psionic focus, you can acquire temporary control of your quori spirit, allowing you to take one extra standard action or move action on your turn.

Entry Requirements

Race: Kalashtar.
Alignment: Lawful good or lawful neutral.
Skills: Concentration 8 ranks.
Special: Improved Unarmed Strike feat or mind blade class feature.

Table 7–1: The Atavist **Hit Die: d10**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	*Call to mind*, spiritual lineage, unarmed strike/mind blade improvement
2nd	+1	+0	+3	+3	*Augmented mindlink*, defensive insight
3rd	+2	+1	+3	+3	Supportive mindlink +1
4th	+3	+1	+4	+4	Detect possession
5th	+3	+1	+4	+4	Spiritual focus
6th	+4	+2	+5	+5	Supportive mindlink +2
7th	+5	+2	+5	+5	Quori hunter
8th	+6	+2	+6	+6	Dismissing strike
9th	+6	+3	+6	+6	*Personal mind blank*, supportive mindlink +3
10th	+7	+3	+7	+7	Spiritual union

Class Skills (4 + Int modifier per level): Autohypnosis*, Concentration, Craft, Knowledge (history), Knowledge (the planes), Knowledge (psionics)*, Perform, and Profession. In addition, each atavist adds class skills based on his spiritual lineage (see below).
*See Chapter 3 of the *Expanded Psionics Handbook*.

Playing an Atavist

You perceive a world that those around you cannot see. Always listening to the whispered thoughts of your brothers and sisters, you half-dream of battles you've never fought and places you've never been. Though nonkalashtar often see your gift as madness, you draw your strength from this world, allowing these whispers to guide you in battle and strengthen your mind. When your *call to mind* summons up forgotten knowledge or your defensive insight grants you the edge that allows you to survive an attack, give thanks to your spiritual advisers. When Sense Motive warns you of suspicious behavior, attribute that insight to your quori spirit or an absent friend, and remember that you are never alone.

In addition, look at the dominant trait of your spiritual lineage and act accordingly. If you are aggressive, you might have trouble standing in one place for more than a few minutes. If you are insightful, you might be prone to long lectures. You are not manically devoted to this single trait, but it should certainly be the driving force behind your personality.

Illus. by A. Stokes

Combat

Like all atavists, you rely on stealth and guerilla tactics, with mind blades and *inertial armor* transforming you from an unarmed kalashtar into a deadly warrior in the blink of an eye. Atavists will almost always team up to focus on one opponent at a time, using the aid another action if necessary to ensure successful attacks against well-armored foes.

A typical atavist strike force will include two or more soulknives of the same spiritual lineage (either aggressive or insightful), backed up by an esoteric atavist with strong psion skills (discipline depending on the needs of the mission). The team will coordinate using *augmented mindlink*, identifying targets and waiting to strike until the situation is to their advantage. They will always try to set up flanking positions and begin by eliminating spellcasters or psions, putting the emphasis on swift and devastating offense as they combine attacks to pick off the weakest opponents.

If the assignment looks especially dangerous, a cleric of the Path of Light might be present to provide healing. Though clerics rarely pursue the atavist class, a cleric who travels with an atavist cell will usually possess the Gestalt Anchor feat (see page 112).

Advancement

The line of Serath (see Organization, below) pioneered the path of the atavist less than thirty years ago—a very short time by kalashtar standards. Serath atavists frequently visit the major kalashtar enclaves of Khorvaire to explain the concept of atavism and teach aspiring students. All are welcome, and even those who cannot pursue the class might be able to learn the Gestalt Anchor feat.

The first steps on the path of the atavist are an intense experience requiring considerable mental discipline. Aspirants are broken into groups based on spiritual lineage. They undergo harsh training designed to break down the walls they have built around their personalities, eventually opening their minds to contact with other kalashtar of their line. The process can be physically deadly or result in permanent psychological damage, but the Serath see the atavists as the army of the kalashtar and allow no room for weakness or coddling.

While atavists are most effective in the company of other atavists, your numbers are extremely small. As an adventuring atavist, you typically see your fellow adventurers as recruits in the battle against darkness (even if you might have neglected to tell them this).

As an atavist, you find it best to focus on a tight path and hold to it. Choose a few skills to excel at. If you are a soulknife with relatively low hit points, focus on your ability to deal damage as quickly as possible, acquiring Psionic Weapon, Power Attack, and similar feats. Likewise, psions should look to Overchannel, Psionic Endowment, and other feats that will let you deal the greatest amount of damage in the shortest amount of time.

Resources

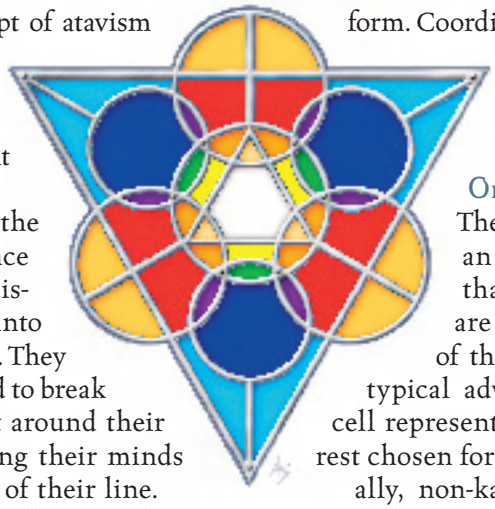
As an atavist, you can always obtain room and board in a kalashtar community, even if the residents rarely have more to offer than a bowl of gruel and a stretch of hard floor. Local psions will offer their skills if it is clear that your goals relate to the battle for the light, but a greedy atavist will be viewed with embarrassment and shame. Other atavists of your lineage will go out of their way to provide you assistance, and they will expect you to do the same for them.

ATAVISTS IN THE WORLD

"For the first time, we have the strength to take the battle to our ancient foe. Yet I fear that the atavists might lose sight of the light as they battle the darkness."

—Darashana, Lady of the Fourth Dawn

The atavist epitomizes the alien nature of the kalashtar—an outsider soul hidden within a human form. Coordinating telepathically and wielding blades of pure thought, atavists personify the powers that are the kalashtar birthright.



Atavist symbol

Organization

The atavist shadow watchers are more an informal resistance movement than an organized army. Atavists are divided into cells—strike teams of three to six members (much like a typical adventuring party), with half the cell representing a particular lineage and the rest chosen for the sake of versatility. Occasionally, non-kalashtar who have proven their skill and dedication will be invited to join an atavist cell.

The dominant force behind the atavists is the lineage of Serath. The mystic Soserath had long been interested in finding a way to revive the flagging strength of the dispersed kalashtar quori, and the discipline of the atavist emerged from this work.

Soserath claimed that with sufficient dedication to the path, every kalashtar could come to be the equal of one of the quori—potentially giving the kalashtar the power to face the Dreaming Dark. However, Soserath was killed ten years ago by thoughtstealer assassins. His work is now carried on by others of his line.

Atavist cells remain in constant motion, searching for new threats. When atavists arrive in a new community, they will check in with the local shadow watchers if any are present. If not, they will spend a few days investigating the area on their own—identifying possible targets, eliminating these forces as quickly and efficiently as possible, then fading into the shadows and moving on to the next community. If there are repercussions from an attack, it is likely that a new cell will be called in to deal with them, preventing the original cell from becoming potential targets by staying too long in the area.

The two most accomplished atavists of the modern age are Tolserath (LG male kalashtar, psion [seer] 6/soulknife 1/atavist 8) and Sharserath (LE male kalashtar, soulknife 6/atavist 9). Tolserath is generally seen as Soserath's successor, overseeing the training of new atavists as he uses *correspond* to keep in touch with the leaders of different cells. Sharserath was once a noble soul, but had a radical change of personality after narrowly surviving an assassination attempt. Recently, he has been encouraging his followers to adopt the methodology of the Dreaming Dark, and many in the movement feel that he has turned away from the Path of Light.

NPC Reactions

The kalashtar are a secretive people, with the atavists an even more secret sect within this silent population. As a result, few outside the kalashtar have even heard of the atavists and are unlikely to react to the name in any particular way. The kalashtar of Khorvaire are usually friendly toward atavists, and kalashtar of the same spiritual lineage are invariably helpful. The kalashtar of Adar are still reserving judgment about the tradition, and are usually indifferent toward these visitors from Khorvaire.

Agents of the Dreaming Dark will always be hostile if they recognize an atavist—but are more likely to conceal this reaction and arrange an ambush than to act rashly or reveal their presence.

ATAVIST LORE

Characters with ranks in Knowledge (psionics) can research the atavists to learn more about them (with Kalashtar receiving a +5 bonus on the check). When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: "All kalashtar are bound to spirits from the Region of Dreams."

DC 20: "Certain kalashtar use this spiritual connection to enhance their mental and physical abilities. Known as atavists, these kalashtar gain enhanced abilities when fighting alongside others of their order."

DC 25: "The atavists have a very loose organization comprised of small groups of wandering kalashtar. Most of the atavists are stealthy warriors who fight with conjured weapons, or mystics who wield considerable mental power. Atavists must be close to one another to gain their enhanced skills, but most can enhance their abilities to a lesser degree even when alone."

DC 35: "The atavists were first formed around thirty years ago. Since the kalashtar who founded the order was killed, two kalashtar from his line have been giving general direction to the members of the order, but these two have very different ideas as to what the atavists should be doing."

ATAVISTS IN THE GAME

The secretive nature of the atavists makes it simple to incorporate them into a campaign. A band of atavists could emerge from the shadows to help the party battle a powerful evil. If there is a kalashtar in the party, a 'serath atavist could recruit him into the order or an atavist relative of the character's could come to him for help. Alternatively, the atavists could be set up against the party, either by duped kalashtar working for Sharserath, or with the player characters themselves unknowingly assisting a scheme of the Dreaming Dark or the Lords of Dust.

There are no formal ranks among the atavists, with some leading and some following according to their skills. If a PC atavist shows promise, though, he will inevitably be given responsibility within the order.

Adaptation

In a campaign without psionics, the atavist's manifester levels could easily be converted to general caster levels, with the atavistic link based on blood ties to an ancient empire or mystical creature. This change would be particularly appropriate if the prestige class was focused on sorcerers.

Encounters

Because of their secretive nature, friendly contact between an atavist and an adventuring party will generally be initiated by the atavist. However, the party could easily encounter an atavist in the midst of battling the

forces of darkness, or could be duped into thinking that a good atavist is a villain.

EL 11: Outside the elders of the Serath line, Lanharath is one of the most gifted atavists in Khorvaire. Recently, though, he led his cell into an ambush in which his fellow atavists were killed, misled by false information that was fed to him by one of the Lords of Dust. Now Lanharath wants to avenge his fallen brethren and destroy the powerful and cunning rakshasa responsible for their deaths, but he needs the aid of a strong adventuring party to do it.

Lanharath: Male kalashtar soulknife 5/atavist 4; CR 9; Medium humanoid; HD 9d10+9; hp 63; Init +8; Spd 30 ft.; AC 23, touch 15, flat-footed 19; Base Atk +6; Grp +8; Atk +13 melee or ranged (1d6+4/19–20, mind blade); Full Atk +13/+8 melee or ranged (1d6+4/19–20, mind blade); SA align mind blade, mind blade, psychic strike +1d8, shape mind blade, throw mind blade; SQ *augmented mindlink*, *call to mind* 3/day, defensive insight, detect possession, kalashtar traits, mindlink, naturally psionic, racial substitution level, spiritual lineage, supportive mindlink, unarmed strike/mind blade improvement; AL LG; SV Fort +6, Ref +12, Will +10; Str 14, Dex 18, Con 13, Int 10, Wis 12, Cha 8; power points 9.

Skills and Feats: Autohypnosis* +13, Balance +6, Bluff +1, Concentration +9, Diplomacy +1, Disguise –1 (+1 impersonating humans), Hide +12, Intimidate +1, Jump +4, Listen +5, Move Silently +8, Spot +5, Tumble +12; Great Fortitude, Improved Initiative, Psionic Meditation*, Weapon Finesse, Weapon Focus (mind blade)[B].

*See page 50 of the *Expanded Psionics Handbook*.

Languages: Common, Quor.

Align Mind Blade (*Su*): Lanharath can spend 1 power point as a free action to imbue his mind blade with a good alignment for the purpose of overcoming damage reduction. This effect lasts for 1 round.

Mind Blade (*Su*): As a free action once per round, Lanharath can create a semisolid blade composed of psychic energy. This blade functions identically to a *+1 short sword*. For more information about the mind blade, see the soulknife class description in the *Expanded Psionics Handbook*.

Psychic Strike (*Su*): As a move action, Lanharath can imbue his mind blade with destructive psychic energy. This effect deals an extra 1d8 points of damage to the next living, nonmindless target he successfully hits with his mind blade. For more information about this ability, see the soulknife class description in the *Expanded Psionics Handbook*.

Shape Mind Blade (*Su*): As a full-round action, Lanharath can change his mind blade to replicate a *+1 longsword* or a *+1 bastard sword*, or two identical (nonmagical) short swords. For more information about this ability, see the soulknife class description in the *Expanded Psionics Handbook*.

Throw Mind Blade (*Ex*): Lanharath can throw his mind blade as a ranged weapon with a range increment of 30 feet. A thrown mind blade dissipates after the attack is resolved.

Augmented Mindlink (*Ps*): Lanharath can contact up to three minds when using his racial *mindlink* power, as long as each target is no more than 15 feet from one other target. If Lanharath is psionically focused when he contacts another psionically focused mind with this power, he gains 1 temporary power point that lasts for 1 hour (or until used).

Call to Mind (*Ps*): 3/day, manifester level 4th. For campaigns not using the *Expanded Psionics Handbook*, use the following description.

Three times per day, by meditating for 1 minute after a failed Knowledge check, Lanharath can make a new check on the same subject with a +4 competence bonus.

Defensive Insight (*Su*): By expending his psionic focus, Lanharath can add a +2 insight bonus to his AC and on his Reflex saves for 1 minute (or until he becomes psionically focused again, whichever comes first). If any ally with at least 1 power point is within 30 feet, his insight bonus improves to +3. If that ally is a kalashtar, the bonus improves to +4.

Detect Possession (*Su*): By expending his psionic focus, Lanharath can learn whether a single visible creature within 30 feet is possessed.

Kalashtar Traits: +2 racial bonus on saves against mind-affecting spells and abilities, including possession; immunity to *dream* and *nightmare* spells.

Mindlink (*Ps*): 1/day, manifester level 4th. For campaigns not using the *Expanded Psionics Handbook*, see the description on page 56. Lanharath's *mindlink* lasts for 9 rounds.

Naturally Psionic (*Su*): Kalashtar gain 1 extra power point per character level, regardless of whether they choose a psionic class.

Racial Substitution Level: Kalashtar soulknife 1st.

Spiritual Lineage (*Ex*): Lanharath's bond with his quori spirit's insightful personality grants him Listen and Spot as class skills.

Supportive Mindlink (*Su*): While Lanharath's *mindlink* power is active, all allies in the *mindlink* with 9 or fewer Hit Dice gain a +1 morale bonus on Will saves.

Possessions: +1 chain shirt, +1 heavy steel shield, ring of protection +1, gloves of Dexterity +2, cloak of resistance +1, rope of climbing.

CABINET TRICKSTER

"I am me. I am you. I am him. I am her. I am form and function."

—Per, informer for the Cabinet of Faces

Moving unnoticed among the humanoid races, the changeling and doppelganger members of the Cabinet of Faces pursue an agenda known only to themselves. Spies, assassins, and other agents serving the cabinet work in every level of society, from back alleys to government palaces.

Cabinet tricksters are the changeling agents of this mysterious cabal. As he learns increasingly to master the alteration of his form, the cabinet trickster eventually gains the full mutability and mindreading powers of his doppelganger ancestry. Equally important, he learns to use his mental abilities to hamper his enemies, facilitating quick escapes or deadly attacks.

BECOMING A CABINET TRICKSTER

Cabinet tricksters approach the class from many different backgrounds. More of a detour dedicated to the learning of new skills than a career path in itself, the cabinet trickster class offers distinct advantages to rogue infiltrators, bard spies, and assassins alike. The high Disguise prerequisite means that almost all cabinet tricksters have levels in rogue, bard, or shaper (psion) before entering the class. However, characters with changeling egoist or changeling wizard substitution levels can also qualify, and some changelings adopt this class after long careers as monk/assassins.

Entry Requirements

Race: Changeling.
Skills: Disguise 9 ranks.
Feats: Persona Immersion*.
Special: Must complete a trial assignment for the Cabinet of Faces.
*New feat described on page 110.

CLASS FEATURES

As a cabinet trickster, you focus your abilities on reading and manipulating the minds of others, gaining the ability to detect thoughts immediately, then improving that ability while learning thought tricks at each additional level. Upon attaining 5th level in the class, your advanced mental and change shape abilities make you hard to distinguish from a true doppelganger.

Detect Thoughts (Su): At 1st level, you gain the ability to read the minds of others. Twice per day, you can use *detect thoughts* as the spell (caster level equal to your character level; save DC 10 + your class level + your Cha modifier). If you can read an opponent's mind, you get a +4 circumstance bonus on Bluff and Disguise checks.

At 3rd level, you can use this ability four times per day. At 5th level, you can use this ability at will.

Doppelganger Insights (Ex): At 1st level, your racial bonuses on Bluff, Intimidate, and Sense Motive checks increase by +2 (to a total of +4).

Thought Trick (Su): You not only know how to read minds, but can also tweak a person's thoughts. As a standard action, you can replace one of your daily uses of your detect thoughts ability with a thought trick performed against any creature. Alternatively, if you have already used your detect thoughts ability against a specific creature and that creature has failed its Will save (so that you are currently reading its thoughts), you can use a thought trick as a swift action or an immediate action (depending on the specific trick). When you use a thought trick against a creature whose thoughts you are reading, it does not count as one of your daily uses of detect thoughts.

A thought trick works only against a creature with Hit Dice equal to or lower than your character level. Most thought tricks allow Will saves to negate the effect (DC 10 + your cabinet trickster level + your Cha modifier), and the disrupt thought trick allows a Concentration check against the same DC. All thought tricks are mind-affecting compulsion effects.

Daze: Beginning at 2nd level, you can use a thought trick to daze a target creature. If you are reading the target's thoughts, you can use this trick as a swift action. A successful Will save negates this effect.

Disrupt: Beginning at 3rd level, you can use a thought trick to distract a target creature from casting a spell, using a spell-like ability, or performing any other activity that might require a Concentration check (see the Concentration skill description, page 69 of the *Player's Handbook*).

Table 7–2: The Cabinet Trickster **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Detect thoughts 2/day, doppelganger insights
2nd	+1	+0	+3	+3	Thought trick (daze), bonus feat
3rd	+2	+1	+3	+3	Detect thoughts 4/day, thought trick (disrupt)
4th	+3	+1	+4	+4	Thought trick (confuse), bonus feat
5th	+3	+1	+4	+4	Change shape, detect thoughts at will, thought trick (stun)

Class Skills (6 + Int modifier per level): Bluff, Craft, Diplomacy, Disguise, Gather Information, Intimidate, Knowledge (local), Listen, Perform, Profession, Sense Motive, and Spot.

Normally, you use the ready action to disrupt a target when it begins the activity you wish to disrupt, but if you are reading the target's thoughts, you can use this trick as an immediate action instead.

Confuse: Beginning at 4th level, you can use a thought trick to confuse a target creature. If you are reading the target's thoughts, you can use this trick as a swift action. On a failed Will save, the creature becomes *confused* for 1 round.

Stun: Beginning at 5th level, you can use a thought trick to stun a target creature. If you are reading the target's thoughts, you can use this trick as a swift action. If the creature fails its Will save, it is stunned for 1 round.

Bonus Feat: At 2nd level and again at 4th level, you gain a bonus feat that must be selected from the following list: Deceitful, Disturbing Visage†, Master Linguist†, Mutable Body†, Negotiator, Persuasive, Quick Change†, Racial Emulation†, Recognize Imposter*. You must meet all the prerequisites for that feat.

† New feats described in Chapter 6.

* Feat described in Chapter 3 of the *Eberron Campaign Setting*.

Change Shape (Su): At 5th level, you gain the ability to assume the shape of any Small or Medium humanoid, gaining the size, natural weapons, movement modes, and extraordinary special attacks of your new form and losing any such abilities granted by your native form. You can remain in this humanoid form until you choose to assume a new one.

A change in form cannot be dispelled, but you revert to your natural form if you are killed. A *true seeing* spell or similar ability reveals your natural form. See page 306 of the *Monster Manual* for more information on the change shape ability.

Using this ability is a standard action. If you have the Quick Change feat (see page 110), you can change shape as a move action.

PLAYING A CABINET TRICKSTER

To you, everything is a mind game, and anything anyone says can be read many different ways. What do they really mean? What do they want you to think they mean? What are they not saying? Of course, everything you say can likewise be read on just as many levels, and those who are around you for any length of time are likely to wonder what mind games you might be playing on them.

You don't like accepting truth at face value, and you're not inclined to extrapolate or generalize. Just because some fact is true about one person or thing, that's no reason to believe it's equally true about another. Likewise, even when you are forced to accept the truth of something, you know that truth will change soon enough.

As an agent of the Cabinet of Faces, you might be amoral, using your talents as a spy or assassin without regard for right or wrong. In your mind, impersonating another person is not a moral issue—it's just what you do. You probably have no awareness of the cabinet's ultimate goals or even the means it uses to achieve those goals beyond your limited participation in its plans. Your inclination is to simply take the missions you're assigned and complete them as best you can, viewing each one as an opportunity to use your unique skills to overcome a new variety of challenges.

Combat

In general, you avoid initiating combat when possible, for you can accomplish a great deal without resorting to brute force. It's always best to be prepared, though, and by getting into the minds of potential enemies before a fight breaks out, you can buy valuable time with the right thought trick.

If bloodshed is necessary (as it is in the case of an assigned assassination), you would naturally prefer to strike when your target is alone and you have surprise in your favor. In more sustained or unexpected combat, you might try to make plausible bluffs in order to gain bystanders as allies.

If you began your career as a rogue, you will most likely employ tactics that emphasize gaining advantage from your sneak attack ability.

Advancement

The Cabinet of Faces is always looking for doppelgangers and changelings to join its ranks. Whatever your area of expertise or interest, you came to the cabinet's attention through your accomplishments and were invited to become an agent. A single mentor—either another cabinet trickster or a doppelganger—made the invitation and offered you a trial assignment tailored to your specific skills and inclinations (if you are good or if you primarily adventure with good characters, this trial mission will not involve assassination or any other morally distasteful task).

Trial missions always involve impersonating a specific individual for at least 24 hours, and if successful, you will be inducted as a member of the cabinet in a ceremony that closes with these words: "The only way one joins the Cabinet of Faces is by invitation. The only way one leaves is by death."

Once you are accepted as an agent of the cabinet, your cabinet trickster training begins in earnest, with your mentor focusing on honing your sensitivity to the thoughts of others. Your first missions are probably infrequent and fairly innocuous, but they always grant

you an opportunity to practice the tricks you have most recently learned.

As you advance in levels, consider keeping your Disguise and Bluff skills at maximum ranks, with other skills chosen to suit your previous areas of expertise. You have the opportunity to choose two bonus feats as you advance. If you place great emphasis on skill use, you might choose from among Deceitful, Negotiator, and Persuasive. If you have spellcasting ability or work closely with a spellcaster, Mutable Body (see page 110) allows you to get the most out of transmutation spells that affect you. If you are skilled in melee combat, Disturbing Visage (see page 117) is an excellent feat choice.

Resources

For an organization of its size and nature, the Cabinet of Faces is unusually tightfisted with aid to its members. Agents of the cabinet are expected to demonstrate exceptional resourcefulness, finding a way to get the things they need to accomplish the missions they are assigned.

CABINET TRICKSTERS IN THE WORLD

"There's good cause for paranoia when changelings are about."

—Human adage

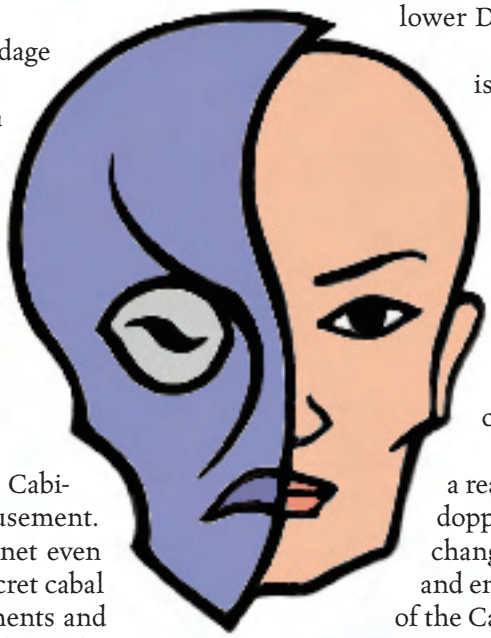
Cabinet tricksters can serve a variety of functions in the game. As mysterious spies and assassins, they make excellent villains, often nearly impossible to identify and trace. Though they are similar to doppelgangers, their thought tricks give them a distinct edge in combat.

Organization

For most people, mention of the Cabinet of Faces produces only amusement. Many don't believe that the cabinet even exists, dismissing the idea of a secret cabal working to guide major governments and enterprises to some nefarious end. Yet the Cabinet of Faces is very real, with highly placed informers, spies, and assassins. Its goals and desires are perhaps the most closely held secret in the world.

The Cabinet of Faces is ruled by a group of six doppelgangers, each controlling six subordinate members (doppelgangers or changelings) called visages. A visage always deals with the same cabinet ruler and never knows the identity of any other. In turn, the thirty-six visages control a network of over a thousand affiliates, almost all of whom have no idea who ultimately employs them.

Though the Cabinet of Faces took little part in the Last War, the war's aftermath has seen the current cabinet rulers expanding their operations, marshaling their forces for some large action in the near future.



Cabinet of Faces symbol

NPC Reactions

Most people are suspicious and fearful of changelings in general, and the concept of the cabinet trickster (or "super-changeling" as some call them) enhances that mistrust. In practice, most who encounter a cabinet trickster will have no idea that they've interacted with one of these superlative shapechangers. Those well-informed enough to understand the abilities of a cabinet trickster are usually savvy enough to desire to hire them as spies or informers.

CABINET TRICKSTER LORE

Characters with ranks in Knowledge (local) can research the Cabinet of Faces, or cabinet tricksters specifically, to find out more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: "The Cabinet of Faces is a mythical cabal of sinister doppelgangers trying to take over the world."

DC 15: "Some changelings seem to have abilities more like those of doppelgangers—the ability to read minds, for example, or a more powerful shapechanging ability."

DC 20: "Some changelings have mental powers that can daze, confuse, or stun."

DC 25: "The Cabinet of Faces is a real organization, consisting of both doppelgangers and changelings. These changelings with special mental powers and enhanced shapechanging are agents of the Cabinet of Faces."

DC 30: "Occasionally, the Traveler or one of its envoys will possess one of the cabinet rulers to convey a message or accomplish a task, though this has happened less and less frequently over time. The last such occurrence was some two hundred years ago, when the channeling doppelganger spoke a mysterious prophecy: 'A far-reaching conflict will seem devastating and unrepeatable. Be patient and wait. After it ends, gather your strength

Illus. by A. Stokes

and prepare to act. The next threat truly will put all the world in peril.' "

CABINET TRICKSTERS IN THE GAME

As masters of disguise and deception, cabinet tricksters are easily integrated into any campaign, and are best presented as a group that has been there all along. A player character cabinet trickster makes a great investigator or government spy, with the cabinet only appearing (or interfering) in his life as much or as little as is necessary to keep the character motivated.

Working for the cabinet is part of the cost of the abilities the cabinet trickster gains, but not necessarily a large part. The cabinet should intermittently offer adventure hooks thinly disguised as missions, occasionally serve as a helpful resource for the character, but otherwise stay completely out of sight and in the realm of myth.

Illus. by T. Giorello

Per, a changeling cabinet trickster

Adaptation

A minor variation of the cabinet trickster class could be made available to doppelgangers. This version is a three-level class that grants thought trick (daze) at 1st level, thought trick (disrupt) at 2nd level, and thought trick (confuse and stun) at 3rd level. Doppelganger cabinet tricksters do not gain bonus feats, and have nothing to gain from the detect thoughts, doppelganger insights, or change shape features of the changeling class.

Alternatively, the cabinet trickster prestige class could be opened to multiclass arcane spellcaster/rogues of any race. A character with many ranks in Disguise and the ability to cast *alter self* could gain a minor change shape ability and skill bonuses comparable to the changeling's at low levels, then progress to the standard cabinet trickster abilities.

It's also possible to use this class with no ties at all to the Cabinet of Faces or any other organization, creating a perfectly playable prestige class for a character who simply wants to take his changeling abilities in a new direction.

Encounters

Because of their skill at disguise and deception, most cabinet tricksters will be initially encountered socially, posing as ordinary laborers, casual acquaintances, or even well-known colleagues.

EL 9: Should the characters be entangled in local matters or hard on the heels of a mysterious artifact, they might well come under surveillance by Per. He lives in Greenheart, the capital of the Eldeen Reaches. A true becomer in philosophy, he has lived a large number of cover identities, currently spending most of his time as one or the other of two very different people.

First, he's Emandual, the dilettante younger son of a House Vadalis family. A female human merchant (really a changeling agent for the Cabinet of Faces) pays Per handsomely to play the role of the son and report House Vadalis's plans to her. The woman has assured him that the real son is alive but will not reappear to spoil Per's cover, and Per chooses not to inquire too closely into the missing man's fate.

Second, he plays the role of a traveling shifter named Merton who occasionally comes to the city. As Merton, Per has managed to join a small group of potential initiates into the Cult of the Dragon Below. In reality, he finds their blood sacrifice and goals abhorrent, and wants to infiltrate the organization in the hope of gaining enough information to bring down at least this cell.

If the characters discover him, Per will attempt to escape, attacking if that proves futile. In combat, Per might endeavor to use surprise to his advantage, getting close enough to strike hard and fast with a good chance of success. He does not hesitate to flee if the odds turn against him, though, melting into a crowd and changing his appearance to avoid pursuit.

Per: Male changeling rogue 6/cabinet trickster 3; CR 9; Medium humanoid (shapechanger); HD 9d6+9; hp 43; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +6; Grp +8; Atk +9 melee (1d6+3/18–20,+1 *rapier*) or +8 ranged (1d3+2, sling); Full Atk +9/+4 melee (1d6+3/18–20,+1 *rapier*) or +8/+3 ranged (1d3+2, sling); SA detect thoughts 4/day, sneak attack +3d6, thought trick (daze, disrupt); SQ changeling traits, doppelganger insights, evasion, trap sense +2, trapfinding, uncanny dodge; AL NG; SV Fort +4, Ref +10, Will +5; Str 14, Dex 14, Con 12, Int 8, Wis 10, Cha 18.

Skills and Feats: Bluff +20, Diplomacy +8, Disguise +16 (+18 acting in character), Gather Information +18, Intimidate +10, Knowledge (local) +11, Listen +7, Move Silently +11, Sense Motive +16, Spot +2; Alertness, Improved Initiative, Persona Immersion*, Quick Change*[B], Racial Emulation*.

*New feats described in Chapter 6.

Language: Common.

Changeling Traits (Ex/Su): +2 bonus on saving throws against sleep and charm effects; minor change shape.

Detect Thoughts (Su): 4/day, Will DC 17. If Per can read an opponent's mind, he gets a +4 circumstance bonus on Bluff and Disguise checks.

Evasion (Ex): If Per is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Sneak Attack (Ex): Per deals an extra 3d6 points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. Per can choose to deliver nonlethal damage with his sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Thought Trick (Su): Daze or disrupt. See prestige class feature description.

Trapfinding (Ex): Per can find, disarm, or bypass traps with a DC of 20 or higher. He can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If his Disable Device result exceeds the trap's DC by 10 or more, he discovers how to bypass the trap without triggering or disarming it.

Uncanny Dodge (Ex): Per retains his Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus if paralyzed or otherwise immobile).

Possessions: +2 glamered studded leather armor, +1 rapier, sling with 10 sling stones, *cloak of Charisma* +2.

MOONSPEAKER

"I walk the secret paths of the woodlands, I read the future in the night sky, and I bind the magic of my people into my very form."

—Baella Swiftstep

Bound to the magic of their lycanthrope ancestors, moonspeakers breathe the magic of the world, guided by the twelve moons of Eberron. Moonspeakers are powerful and versatile spellcasters, and they weave their magic into their own bodies as they extend and enhance their shifting ability. Leaving behind the ties of family and home, moonspeakers travel between shifter communities, teaching, guiding, and protecting. Often among the most powerful shifter spellcasters, moonspeakers serve as the champions and advisors of the shifter race.

BECOMING A MOONSPEAKER

Only shifters can become moonspeakers, and almost all who do so begin their careers as druids. Becoming a multiclass cleric/ranger in the service of Balinor, god of beasts and the hunt, provides another interesting path into the class, with such characters typically losing some spellcasting ability but avoiding the druid's armor restrictions. High-level rangers occasionally become moonspeakers, enhancing their combat prowess with some of the low-level abilities of the class.

Entry Requirements

Race: Shifter.
Skills: Knowledge (nature) 11 ranks, Knowledge (religion) 4 ranks.
Spells: Ability to cast 2nd-level divine spells.

CLASS FEATURES

As they advance in level, moonspeakers gain a series of special abilities related to the twelve moons of Eberron. These abilities expand the moonspeaker's spell list, add powerful new effects to her shifting ability, and provide several bonus feats. In addition, moonspeakers improve their divine spellcasting abilities at each level.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one divine spellcasting class before becoming a moonspeaker, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Table 7–3: The Moonspeaker **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Augment Summoning, moonspeaker shifting	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Energy resistance (first)	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Extended summoning	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Thelanis tie	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Wild shape	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Shifter integration (ability bonus)	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Energy resistance (second), Improved Natural Attack	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Damage reduction	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Extra shifter trait	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Energy immunity	+1 level of existing divine spellcasting class
11th	+8	+7	+3	+7	Shifter integration (shifter trait)	+1 level of existing divine spellcasting class
12th	+9	+8	+4	+8	Lamannia calling	+1 level of existing divine spellcasting class

Class Skills (4 + Int modifier per level): Concentration, Craft, Diplomacy, Heal, Knowledge (nature), Knowledge (religion), Listen, Profession, Spellcraft, Spot, Survival, Swim.

Augment Summoning: At 1st level, you gain Augment Summoning as a bonus feat, even if you do not have the prerequisite feat. In moonspeaker lore, this ability derives from the blessing of Nymm, the largest moon in the night sky, which is said to watch over planar pathways.

Moonspeaker Shifting: As the primary spellcasters and magic item creators of the shifter race, moonspeakers have learned to blend this aspect of their abilities into their shifter nature. You treat item creation, metamagic, and wild feats as shifter feats for the purpose of determining the number of times per day you can use your shifting ability and the ability's duration.

Energy Resistance (Su): At 2nd level, you gain the blessing of the moon Sypheros, which is said to bestow protective power. Choose one type of energy: acid, cold, electricity, fire, or sonic. You gain resistance 10 to that energy type.

At 7th level, choose a second type of energy. You gain resistance 10 to that energy type.

Extended Summoning: At 3rd level, you gain the blessing of the moon Therendor, which is said to govern the passage of time. All spells from the summoning subschool that you cast have their durations doubled, as if you had applied the Extend Spell feat to them (though the levels of the spells don't change). This ability stacks with the effect of the Extend Spell feat (which does change the spell's level).

Thelanis Tie: At 4th level, you gain the blessing of the moon Rhaan, which is said to be tied to the plane of Thelanis, the Faerie Court. You add *invisibility* (2nd) and *deep slumber* (3rd) to your spell list at the indicated levels. In addition, when you cast any *summon nature's ally* spell, you can choose to summon any of the following additional creatures with the appropriate-level spell:

Summon nature's ally III: triton [NG]
Summon nature's ally VI: bralani eladrin [CG]
Summon nature's ally VII: nymph [CG]
Summon nature's ally VIII: lillend [CG]

As always, when you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. Thus, your alignment might prevent you from summoning some of these creatures.

Wild Shape (Su): Beginning at 5th level, you can change into an animal and back again once per day. With the blessing of the moon Olarune, said to watch over shapechangers, you gain the wild shape ability as a 5th-level druid (see page 37 of the *Player's Handbook*). You use your moonspeaker level as your effective druid level to determine the ability's duration, Hit Dice limit, and size categories (though you don't gain the ability to wild shape into forms other than animals). If you already possess the wild shape ability, you add your moonspeaker level –4 to your druid level to determine the duration, HD limit, and size categories for your wild shape ability.

Shifter Integration (Ex): Beginning at 6th level, you learn greater mastery of the physical changes you undergo while shifting. At 6th level, with the blessing of the moon Olarune (said to be the patron of lycanthropes), you gain the ability score bonus from your primary shifter trait (the trait you chose at character creation) even when not shifting. For example, if you have the longtooth or razorclaw trait, you gain a permanent +2 bonus to your Strength (but your Strength doesn't increase again when you shift).

At 11th level, you gain the blessing of the moon Lharvion, thought to stand watch over eternity. You can apply the full benefits of your primary shifter trait (the trait you chose at character creation) at all times, even when not shifting.

Improved Natural Attack: At 7th level, you gain Improved Natural Attack (see page 304 of the *Monster Manual*) as a bonus feat due to the blessing of the moon Vult, said to watch over combat. You can apply this feat to any one natural attack form that you gain while shifting.

If you already have the Improved Natural Attack feat, you can select any other shifter feat for which you meet the prerequisites.

Damage Reduction (Ex): At 8th level, with the blessing of the moon Zarantyr (said to have close ties to silver), you gain damage reduction 2/silver. If you already have damage reduction bypassed by silver, this ability increases the value of that damage reduction by 2.

Extra Shifter Trait: At 9th level, with the blessing of the moon Aryth (said to be the patron of change), you gain Extra Shifter Trait as a bonus feat. If you already have the Extra Shifter Trait feat, you gain its benefit a second time and can choose a third shifter trait (an exception to the normal rule that you cannot gain the benefit of this feat twice).

Energy Immunity (Ex): At 10th level, you gain the blessing of the moon Dravago, described as the giver of long life. This blessing grants you immunity to the type of energy you gained resistance to at 2nd level.

Lamannia Calling: At 12th level, you gain the blessing of the moon Barrakas, said to be tied to the plane of Lamannia, the Twilight Forest. You add *lesser planar ally* (4th), *planar ally* (6th), *greater planar ally* (8th), and *gate* (9th) to your spell list at the indicated levels.

When using one of these spells to call a creature, you must choose from the following list (using the normal HD limit for the spell in question): achaierai, animal (any celestial or any fiendish), avalancher†, battlebriar†, belker, bebilith, dust wight†, elemental (air, earth, fire, or water), genie (dao*, djinni, or marid*), guardinal (any), gulgar†, hellcat, hellwasp swarm, invisible stalker, mephit (any), nightmare, paraelemental* (ooze or smoke), thoqqua, tojanida (any), wood woad†, xorn, or yeth hound.

As always, when you use a calling spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. Thus, your alignment might prevent you from calling some of these creatures.

*Indicates a monster found in the *Manual of the Planes*.

†Indicates a monster found in the *Monster Manual III*.

PLAYING A MOONSPEAKER

You walk through forest and city with the moons to guide your steps, their magic bound to you in every spell and every shift of your body's mutable form. Dedicated to advising and guiding the shifter race, you lead when called and serve as a messenger when needed, but for the most part you walk where your own will takes

Baella Swiftstep, a shifter moonspeaker, calls down a lightning strike on a carrion crawler

Illus. by F. Tsai

you. You look for signs and portents in the night sky as you celebrate the bond between the moons and your lycanthrope heritage. You name many of your spells according to level and their associated moon, using terms like "the first ritual of Therendor."

As a moonspeaker, you are at least nominally beholden to all shifter tribes and have ties to other moonspeakers. These ties are free of any specific commitments, though; unless a group of shifters faces immediate physical danger, you are free to pursue your own interests. Because most travel from one shifter community to another, moonspeakers often undertake adventures and quests of their own making. Occasionally a higher-level or more influential moonspeaker will ask another member for help with some task or quest, but these incidents are rare.

In contrast to the loose ties you have with the moonspeaker organization as a whole, you often form extremely close ties with others who enjoy travel (most commonly shifter rangers and barbarians, often skilled adventurers themselves). Though they sometimes seek traveling and adventuring companions among the other races, moonspeakers (like most shifters) typically have an easier time bonding with other members of their own race.

Combat

As a moonspeaker, you most often approach combat through your most powerful magic. At lower levels, moonspeakers typically rely on damage-dealing spells like *call lightning* and *flame strike*, but at higher levels, their ability to summon powerful woodland creatures and elementals often outstrips their ability to deal damage directly. Because their spell and summoning lists expand as they advance in level, moonspeakers are somewhat more versatile than other divine spellcasters.

Some moonspeakers, especially longtooth and sharpclaw shifters, prefer to deal with their foes in a more personal manner, focusing on melee combat. These moonspeakers use the physical abilities that their shifting grants them in conjunction with spells that enhance their combat abilities, such as *barkskin* and *greater magic fang*. At higher levels, these shifters favor the Quicken Spell feat because it allows them to cast combat-enhancing spells on themselves while engaging in melee. Most shifters who approach combat this way find themselves at their most effective when teamed up with at least one martially focused character (typically a fighter or barbarian) and a cleric or wizard who serves as the primary spellcaster of the group. Depending on the situation, the moonspeaker can provide extra melee strength or extra spell power as needed.

As a high-level moonspeaker, you gain most of the benefits of shifting at all times, have significant resistances and immunities, and wield powerful wild shape and summoning abilities that can combine with your spells to devastating effect. You use your expertise with divinations and your connection to woodland creatures to stay well informed of any dangerous foes in your area, making it extremely difficult to surprise you in your home territory.

Advancement

Moonspeakers are typically recruited from shifter communities in the Eldeen Reaches. As moonspeakers travel between the outlying shifter villages, they promote their order and provide training to young druids and clerics (or those wishing to follow these paths). As these young shifters grow, they might be visited several times by wandering moonspeakers, with these elders taking care to gently encourage a love of nature and an interest in following the moonspeaker path.

After entering the moonspeaker class, you should focus on either attaining more shifter feats to improve your physical abilities, or on item creation and metamagic feats that let you fully capitalize on your spellcasting power. Because of your ability to enhance your own natural attacks, you rarely benefit from having powerful magic weapons unless you lack the longtooth or razorclaw characteristics. As a result, most moonspeakers choose to acquire one of these characteristics with the Extra Shifter Trait feat and spend their hard-won treasure on other powerful items.

Resources

Moonspeakers typically share spellcasting abilities as a courtesy, only requiring payment for spells with an expensive material or XP component.

MOONSPEAKERS IN THE WORLD

"The physical protection we offer the shifter race is but a pale shadow of the guidance provided by the moonspeakers."
—Ganeth Magnan, Grand Captain of the battleshifters

With little in the way of organized religion and racial penalties to Intelligence and Charisma, shifters tend not to produce as many potent spellcasters as many other races. The shifters thus look to the moonspeakers to give their communities access to levels of magic more traditionally associated with wizards and sorcerers, as well as easy access to the creation of magic items. The moonspeaker prestige class also provides a means of introducing variety among shifter PCs, encouraging spellcasting character concepts for a race typically characterized by its physical prowess and abilities.

Organization

Most moonspeakers regard one another as peers, but younger moonspeakers generally defer to older moonspeakers in most matters. In the case of serious dissent between two moonspeakers, an impartial group of three others decides the issue. With the exception of these simple principles, moonspeakers remain largely independent from one another—an organization only in the sense that one member generally helps and supports another when needed.

Although the moonspeakers are now a largely benevolent influence in shifter society, rumors persist of an ancient sect of evil moonspeakers who were once bound to a dark, thirteenth moon.

NPC Reactions

Most shifters honor the moonspeakers, and good and neutral druids are also usually cooperative toward them. Any who would despoil nature's beauty or harm the shifter race are automatically at odds with the moonspeakers, and are most often wary or fearful of them (for good reason).

MOONSPEAKER LORE

Characters with ranks in Knowledge (nature) can research the moonspeakers to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: "Moonspeakers are shifter druids."

DC 15: "Moonspeakers are accomplished shifter druids with increased shifting and spellcasting abilities. Although they revere nature in the same manner that druids do, they are also tied to the cycles of the moons and the protection of the shifter race. The most powerful moonspeakers have gained complete mastery over their form while shifting, and seem able to maintain that form indefinitely."

DC 20: "Moonspeakers are accomplished summoners, with strong ties to the planes of Thelanis and Lamannia and the native creatures of those planes. They are particularly skilled at magic and item creation, but they can also be quite dangerous in combat."

DC 30: "Rumors speak of a lost thirteenth moon that once gave power to an cruel and evil group of moonspeakers."

MOONSPEAKERS IN THE GAME

Because they range far for their own purposes, the enigmatic moonspeakers can show up at virtually any point in a campaign. Even those individuals knowledgeable about the Eldeen Reaches or with a great deal of contact with the shifter race might not have met a moonspeaker, as they typically wander over large areas.

Becoming a moonspeaker is not a choice that a shifter ever makes lightly, but the class's unique abilities and continued spellcasting progression provide strong motivation for those who do. Characters attracted to the class will likely want their campaign to include a healthy mix of wilderness adventuring and at least some interaction with other druids to highlight their unique abilities.

Adaptation

Moonspeakers and their abilities are inextricably tied to the shifter race, but this druid-based order can be easily changed to represent something else. Simply renaming the class and the abilities of the class levels can help in that regard.

Since moonspeakers are supposed to practice traditions inherited from the lycanthrope ancestors of the shifter race, it's possible that a lycanthrope moonspeaker prestige class might exist. In place of shifter-related abilities such as moonspeaker shifting and shifter integration, these lycanthrope moonspeakers could learn to master their own shapechanging abilities and incorporate the advantages of their animal and hybrid forms into their humanoid bodies.

Encounters

As some of the most powerful spellcasters of their race, moonspeakers rely on magic to solve many problems and defeat many foes.

EL 12: Baella Swiftstep has wandered the Eldeen Reaches for many years. Although she calls no single village home, she is known and welcomed in more than a dozen communities, whether exclusively shifter or of mixed population. A friend of the Ashbound druid sect, Baella exchanges information and aid with its members whenever needed.

Baella Swiftstep: Female shifter druid 8/moonspeaker 4; CR 12; Medium humanoid (shapechanger); HD 12d8; hp 57; Init +2; Spd 20 ft.; AC 21, touch 13, flat-footed 19; Base Atk +9; Grp +13; Atk +14 melee (1d8+5/18–20, +1 *scimitar*); Full Atk +14/+9 melee (1d8+5/18–20, +1 *scimitar*); SQ animal companion (eagle), animal companion benefits, extended summoning, low-light vision, moonspeaker shifting, nature sense, resist fire 10, resist nature's lure, shifting (beasthide and razorclaw) 3/day, Thelanis tie, trackless step, wild empathy +6 (+2 magical beasts), wild shape 3/day, woodland stride; AL NG; SV Fort +10, Ref +6, Will +15; Str 18, Dex 15, Con 10, Int 10, Wis 20, Cha 6.

Skills and Feats: Balance +2, Climb +4, Concentration +15, Heal +20, Jump –2, Knowledge (nature) +17, Knowledge (religion) +15, Survival +7; Augment Summoning[B], Brew Potion, Craft Wondrous Item,

Extra Shifter Trait (razorclaw)*, Great Rend*, Healing Factor*.

* Feats described in Chapter 3 of the *Eberron Campaign Setting*.

Language: Common.

Animal Companion (Ex): Baella has an eagle as an animal companion. Its abilities and characteristics are given below.

Animal Companion Benefits (Ex): Baella and her eagle enjoy the link and share spells special qualities.

Link (Ex): Baella can handle her eagle as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her eagle.

Share Spells (Ex): Baella can have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She can also cast a spell with a target of "You" on her animal companion.

Extended Summoning: Baella can, when she casts *insect plague* or any other summoning spell she is capable of casting, gain twice the spell's normal duration, as the Extend Spell feat.

Resist Nature's Lure (Ex): Baella gains a +4 bonus on saving throws against the spell-like abilities of fey.

Shifting (Su): Baella can shift three times per day for 8 rounds each time. While shifting, she gains a +2 bonus to Constitution and a +2 natural armor bonus from her beasthide trait, as well as two claw attacks from her razorclaw trait (Atk +13 melee [1d4+7, claw]; Full Atk +13/+13 melee [1d4+7, 2 claws]) that she uses instead of her scimitar. If Baella hits with both claw attacks while shifted, she deals an extra 1d4+5 points of damage because of her Great Rend feat.

Trackless Step (Ex): Baella leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): Baella can improve the attitude of an animal in the same way that a Diplomacy check can improve the attitude of a sentient being. She rolls 1d20+6, or 1d20+2 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Wild Shape (Su): Baella can change into a Small to Large animal and back again, as per the *polymorph* spell. This ability lasts for 8 hours or until she changes back.

Woodland Stride (Ex): Baella can move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Druid Spells Prepared (caster level 12th): 0—*detect magic* (2), *detect poison, know direction, light, read magic;* 1st—*cure light wounds* (2), *entangle* (DC 16), *longstrider, obscuring mist, shifter prowess*, speak with animal;* 2nd—*barkskin, bear's endurance, delay poison, hold animal* (DC 17), *invisibility;* 3rd—*call lightning* (DC 18), *cure moderate wounds* (2), *deep slumber* (2) (DC 18); 4th—*aspect of the werebeast*, cure serious wounds, flame strike* (2) (DC 19); 5th—*baleful polymorph* (DC 20), *call lightning storm* (DC 20), *cure critical wounds, insect plague;* 6th—*antilife shell, greater dispel magic*.

*New spells described in Chapter 9.

Possessions: +2 hide armor, +2 light wooden shield, ring of protection+1, +1 scimitar, gauntlets of ogre power +2, periapt of Wisdom +2.

Eagle Animal Companion: CR —; Small magical beast; HD 5d8+5; Init +3; Spd 10 ft., fly 80 ft. (average); AC 19, touch 14, flat-footed 16; Base Atk +0; Grp –3; Atk +4 melee (1d4+1, talons); Full Atk +4 melee (1d4+1, 2 talons) and –1 melee (1d4+1, bite); SQ evasion, low-light vision; AL N; SV Fort +3, Ref +6, Will +2 (+6 against enchantments); Str 12, Dex 17, Con 12, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +2, Spot +14; Weapon Finesse.

Evasion (Ex): If Baella's eagle makes a successful Reflex save for half damage, it instead takes no damage.

QUORI NIGHTMARE

"There is nothing more frightening than that which lurks in the depths of our own minds."

—Liviltali, quori nightmare

The quori nightmare taps into the primal horrors and urges of the subconscious. She has the keys to unlock the remote, dusty closets of the mind where all repressed uncertainties and fears dwell.

BECOMING A QUORI NIGHTMARE

Only kalashtar and the Inspired can become quori nightmares. Their ties to Dal Quor, the Region of Dreams, enable them to psychically reach into the minds of mortals, bringing up the most hidden and hateful of their dreams and reveries. Most quori nightmares are psions or psychic warriors, but some soulknives, monks, or rogues (typically with multiclass levels in a psionic class) pursue this path as well.

Entry Requirements

Race: Kalashtar or Inspired.
Skills: Concentration 8 ranks, Intimidate 4 ranks.
Feats: Any one psionic feat.

CLASS FEATURES

As a quori nightmare, you specialize in the psionic study of the subconscious, and are able to tap into the secret uncertainties and terrors of living creatures'

minds. As you advance in level, your abilities become darker and more frightening.

Manifesting: At each level above 1st, you gain additional power points per day, an increase in manifester level, and access to new powers as if you had also gained a level in a manifesting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one manifesting class before becoming a quori nightmare, you must decide to which class to add each level for the purpose of determining power points per day, manifester level, and powers known.

Disturbing Touch (Su): A quori nightmare can channel fear and terror into anyone she touches, causing a terrible shock to the nervous system. To use this ability, you make a melee touch attack on a living target. If this attack hits, you deal 1d6 points of damage plus 1 point per class level you possess, and the target must succeed on a Will save (DC 10 + your quori nightmare level + your Cha modifier) or become shaken for 1d4 rounds. This is a mind-affecting fear effect.

You can spend power points to augment this supernatural ability, to a maximum of one point per class level. If you spend 1 power point, you can add your Charisma modifier to the damage you deal with your disturbing touch. If you spend 3 power points, the target becomes frightened for 1d4 rounds on a failed Will save. If you spend 4 power points, you heal yourself of as many points of damage as you deal when you use this ability.

These effects are not cumulative, so that gaining multiple effects requires spending the additional power points for each effect separately. For example, if you spend 3 power points in order to make a subject frightened, you do not also add your Charisma modifier to damage (though you could spend 4 power points to gain both effects).

Nightmare Shroud (Su): Starting at 2nd level, you can expend your psionic focus (see page 113) in order to surround yourself with an ectoplasmic shroud drawn from your own mental energy and that of living creatures around you. This ghostly, translucent image usually reflects the appearance of your quori spirit, but might also take on shapes reflecting the fears of the creatures around you (you have no control over the nature of the image). The shroud lasts for a number of minutes equal to your class level (or until you become psionically focused again, whichever comes first). The horrific appearance of the nightmare shroud grants you a bonus on Intimidate checks equal to your class level. In addition, its ectoplasmic form grants you a deflection bonus to AC equal to your class level.

You can spend power points to augment this supernatural ability. If you spend 4 power points, the shroud thickens so that your form can barely be seen within it, granting you concealment (20% miss chance).

Nightmare Touch (Su): Beginning at 3rd level, whenever your disturbing touch ability deals damage to a creature, you automatically implant deep fears that emerge when the victim next attempts to sleep. At that time, the creature is targeted with a *nightmare* (as the spell) that prevents restful sleep, deals 1d10 points of damage, and leaves the subject fatigued and unable to regain arcane spells for the next 24 hours. A successful Will save (DC 10 + your quori nightmare level + your Cha modifier) negates the effect. This is a mind-affecting fear effect.

You can spend power points to augment this supernatural ability. If you spend 3 power points when you use your disturbing touch ability (over and above any power points already spent to augment that ability), the victim suffers from nightmares for a number of consecutive nights equal to your quori nightmare level. The victim is allowed a saving throw on each consecutive night, with the effect dispelled on the first successful save.

Terror (Ps): At 4th level and higher, you learn to tap into other creatures' hidden fears and terrors. Once per day, you can create an effect identical to the *phantasmal killer* spell (save DC 10 + your quori nightmare level + your Cha modifier). This is a telepathic mind-affecting fear effect.

You can spend 5 power points to activate this ability one additional time per day (to a maximum of twice per day).

Table 7–4: The Quori Nightmare **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1st	+0	+0	+0	+2	Disturbing touch	—
2nd	+1	+0	+0	+3	Nightmare shroud	+1 level of existing manifesting class
3rd	+2	+1	+1	+3	Nightmare touch	+1 level of existing manifesting class
4th	+3	+1	+1	+4	*Terror*	+1 level of existing manifesting class
5th	+3	+1	+1	+4	*Embodiment of nightmares*	+1 level of existing manifesting class

Class Skills (4 + Int modifier per level): Autohypnosis*, Bluff, Concentration, Disguise, Hide, Intimidate, Knowledge (psionics)*, Listen, Move Silently, Psicraft*, Sense Motive, and Spot.
*See Chapter 3 of the *Expanded Psionics Handbook*.

Embodiment of Nightmare (Sp): At 5th level, this ultimate power of the quori nightmare allows you to tap into the deepest, most primal fears of your foes. Once per day, you can expend your psionic focus in order to enhance your disturbing touch ability so that a subject that fails its Will save is struck dead with fear. A target that succeeds on its save takes an additional 5d6 points of damage (but is not frightened or shaken by your disturbing touch). This is a mind-affecting fear effect.

You can spend 9 power points to activate this ability one additional time per day (to a maximum of twice per day).

PLAYING A QUORI NIGHTMARE

You excel at manipulating the darkness in mortal souls, but this delving into horror does not leave you untouched. When you look at even the most altruistic of people, you see festering fear and corruption. No one is pure; no one is untainted by depravities or insecurities. Even the most virtuous paladin, the epitome of goodness, has hidden secrets that you can turn against him. This knowledge leads you to question the motivations of all you encounter, often manifesting itself in a soul-tired weariness and cynicism. A knowing smile and a snort of derision tends to be a quori nightmare's response to assertions of fearlessness, goodness, or purity.

Most quori nightmares are Inspired members of the Dreaming Dark (see page 240 of the EBERRON *Campaign Setting*), serving as spies, assassins, and agents of destruction for the organization. The few kalashtar that become quori nightmares operate independently of any organization or structure.

Illus. by Daarken

Liviltali, a kalashtar quori nightmare

Combat

Unless you were very melee-focused before becoming a quori nightmare, your disturbing touch ability likely makes an excellent first choice in combat—offering better damage than many simple melee weapons, a touch attack instead of a regular attack, and a chance of striking fear into your opponent. In addition, you can spend psionic power points to increase your damage, heal yourself as you deal damage, or make opponents flee at your touch.

Your nightmare shroud protects you somewhat in melee, particularly if you augment it to grant yourself concealment. Against arcane spellcasters, your abilities can be especially devastating, as repeat encounters will likely go much more smoothly with an enemy wizard or sorcerer's sleep troubled by your nightmare touch.

Your most powerful abilities allow you to strike opponents dead with fear, but deciding when to use these abilities can be tricky. You don't want to waste them on weak opponents, but more powerful creatures are more likely to make their saving throws and simply take damage. Creatures with poor Will saves—including giants, magical beasts, most animals, and the members of certain character classes—are most likely to succumb to *terror* and *embodiment of nightmare*. As well, remember that shaken creatures have a penalty on saving throws, so it's often worthwhile to soften up a tough opponent with your disturbing touch first.

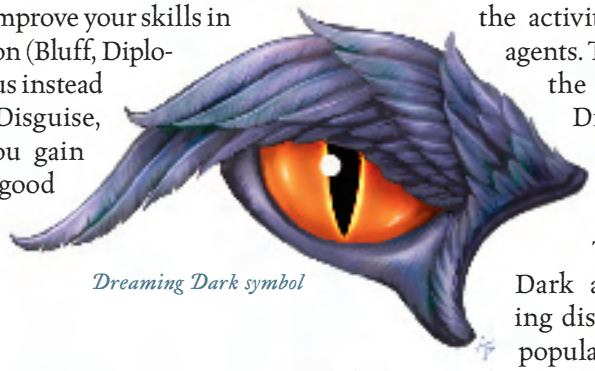
Advancement

Before becoming a quori nightmare, you had already recognized fear as a powerful weapon, learning the Intimidate skill in order to use opponents' apprehension against them. In many ways, entering the quori nightmare class is a natural extension of that technique, with your psionic abilities making your presence and your touch that much more frightening.

As you advance in the quori nightmare class, you continue to focus on your manipulation of fear. Many quori nightmares speak of gazing into the abyss of their own souls and confronting the terror there in order to channel that fear outward, manipulating the emotions of others. Some members of the class are more detached, sealing their own fears deep inside but freely reaping the fear of others—voyeuristically

reading the thoughts of frightened enemies and allies in order to gain a deeper understanding of the terrors that live within them.

Continuing to spend skill points on Intimidate is certainly a flavorful choice, but not an essential one. You might instead choose to improve your skills in other forms of social interaction (Bluff, Diplomacy, Sense Motive), or to focus instead on stealth and infiltration (Disguise, Hide, Move Silently). As you gain new psionic powers, it is a good idea to select from those that will prove useful against opponents who are immune to your mind-affecting abilities.



Dreaming Dark symbol

Resources

If you are a member of the Dreaming Dark, the organization frequently provides you with specific equipment you need to complete a mission you have been assigned. This equipment generally consists of simple psionic items such as dorjes, power stones, and psionic tattoos.

If you are an independent kalashtar quori nightmare, you must rely on your own resources and those of your adventuring allies.

QUORI NIGHTMARES IN THE WORLD

"Some things ought not to be."

—Oalian, Warden of the Wood
(on the topic of quori nightmares)

Quori nightmares are far more common among the Inspired than the kalashtar. These shadowy warriors are the spies and assassins of the Dreaming Dark, and as such, they make excellent villains for the length of an adventure or even a long campaign. Such characters are crafty, manipulative beings who enjoy bringing out people's deepest fears. Quori nightmares needn't always be cast in the role of villains, though. Occasionally, a kalashtar will choose to use the power of fear against the forces of evil, wielding darkness in the service of the light. A kalashtar nightmare could become a valuable ally or sponsor for player characters, or be a fascinating player character in her own right.

Organization

As described in the *Eberron Campaign Setting*, the Dreaming Dark is a secret order of psionic spies and assassins that serves as the eyes and hands of the quori in Dal Quor, the Region of Dreams. Its goals are subtle and mysterious—and always deadly. For centuries the agents of the Dreaming Dark have watched the world from the shadows while the Inspired built their power within Riedra. Now the quori seem ready to act, and these agents serve as their hands.

The Circle of Night are the most powerful psions among the Inspired, and these leaders coordinate the activities of the Dreaming Dark's agents. The head of the Circle is called the Devourer of Dreams (or the Dreamer), an Inspired who is regularly in communion with the quori spirits that remain on Dal Quor.

The agents of the Dreaming Dark are all Inspired—some using disguises to blend in with local populations, while others pose as kalashtar. With a variety of insidious psionic powers at their disposal, they can observe and gather information with ease, and over the centuries have built fifth columns within some nations. As a result, the Dreaming Dark has influence over criminal organizations, trade guilds, and academic institutions, and has agents in dragonmarked houses and royal courts across the world.

NPC Reactions

Only those creatures (such as undead) that are immune to mind-affecting spells and abilities can face a quori nightmare with no fear. The thought of a character able to delve into one's mind to evoke the terror of nightmares is in itself enough to give one bad dreams.

Those who have encountered a quori nightmare never forget it, and such characters usually have a starting attitude of hostile when meeting another character they can identify as a quori nightmare. Kalashtar (and particularly clerics and other followers of the Path of Light) are the sworn enemies of the Dreaming Dark and share that hostile attitude. Most followers of the Path of Light are unfriendly even to kalashtar quori nightmares of good alignment, as they associate the path of the nightmare so strongly with their quori enemies.

QUORI NIGHTMARE LORE

Characters with ranks in Knowledge (psionics) or Knowledge (the planes) can research the quori nightmares to find out more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: "Some Inspired and kalashtar develop their psionic talents to create mental horrors."

DC 15: "A quori nightmare taps into the fears of the subconscious."

DC 20: "Their specialized abilities focus on affecting the mind, including the manipulation of fear."

Illus. by A. Stokes

DC 25: "Some Inspired quori nightmares are members of a secret organization known as the Dreaming Dark. The organization does not let in any kalashtar. The kalashtar group opposes them."

DC 30: "The Dreaming Dark is led by the Circle of Night, the most powerful psions among the Inspired. The Circle uses high-placed quori nightmares as spies and assassins."

QUORI NIGHTMARES IN THE GAME

With an organization as secretive as the Dreaming Dark, it is easy to assume that quori nightmares have always been present in the world but never directly encountered by the player characters. Even if they have fought the Dreaming Dark in prior adventures, the PCs might simply have been lucky enough to not run afoul of the organization's most deadly agents.

A player who chooses a quori nightmare character is probably interested in playing a hero with a tortured soul, a shady past, or a similar dark side. NPCs should act uneasy around such a character, as if subconsciously aware of her mastery over fear. The character should have ample opportunity both to use her powers to strike fear into her enemies and to combat the quori, using their own strengths against them.

Adaptation

The quori nightmare class functions best in a psionic campaign with both kalashtar and Inspired, but reworking the class for a campaign without psionics isn't that difficult. As entry requirements, replace the required psionic feat with a metamagic feat and the ability to cast 3rd-level arcane spells. Quori nightmares can then advance in a previous arcane spellcasting class rather than a psionic class, with the class's psi-like abilities converted to spell-like abilities. The trickiest adaptation is the quori nightmare's ability to enhance her supernatural abilities by spending psionic power points. An arcane version of the class might sacrifice spell slots instead of power points (with one spell level roughly equivalent to 1 power point in this case).

Encounters

Quori nightmares rely heavily on their psionic powers in combat, and those who were psions often have one or more front-line fighters for protection.

EL 11: Liviltali is a good quori nightmare, leading a group of two 7th-level fighters and a 7th-level rogue. It's unlikely that she would wish to fight any player characters except those that have allied themselves with the Dreaming Dark. At the same time, if the PCs have earned the attention or enmity of the Dreaming Dark, the devious organization might well endeavor to pit two of its opponents against each other by giving Liviltali false evidence that the PCs are allies of the Circle of Night.

Liviltali is intent on foiling the foul machinations of the Dreaming Dark in retribution for the murder of her beloved, a fellow psion named Phila. In her study of the organization, Liviltali noted its use of individuals skilled in the fear-based abilities that mark the quori nightmare class, ultimately taking up that path in the hope of using the Dreaming Dark's own weapons against them.

Liviltali: Female kalashtar psion (telepath) 5/quori nightmare 2; CR 7; Medium humanoid; HD 5d4+5 plus 2d8+2; hp 28; Init +1; Spd 30 ft.; AC 17*, touch 12, flat-footed 16*; Base Atk +3; Grp +2; Atk or Full Atk +2 melee touch (1d6+2 plus fear, disturbing touch) or +5 ranged (1d8, masterwork light crossbow); SA disturbing touch, *mindlink*; SQ kalashtar traits, nightmare shroud; AL LN; SV Fort +3, Ref +4, Will +9; Str 8, Dex 13, Con 12, Int 18, Wis 10, Cha 14.

*Includes a +4 armor bonus from *inertial armor*.

Skills and Feats: Bluff +8, Concentration +9, Diplomacy +11, Disguise +2 (+4 impersonating a human), Hide +10, Intimidate +6, Listen +2, Move Silently +10, Sense Motive +8, Spot +2; Alertness, Stealthy, Strength of Two*.

*New feat described on page 113.

Languages: Common, Draconic, Quor, Riedran.

Disturbing Touch (Su): By making a successful melee touch attack against a living target, Liviltali deals 1d6+2 points of damage. Targets struck must succeed on a DC 14 Will save or become shaken for 1d4 rounds. As well, Liviltali can spend 1 power point to add her Charisma modifier (+2) to the damage dealt. If she spends 3 power points, her target becomes frightened for 1d4 rounds on a failed Will save. If she spends 4 power points, she heals herself of as many points of damage as she deals when she uses this ability.

Mindlink (Ps): 1/day, manifester level 4th. For campaigns not using the *Expanded Psionics Handbook*, see the description on page 56. Liviltali's *mindlink* lasts for 7 rounds.

Kalashtar Traits: +2 racial bonus on saves against mind-affecting spells and abilities, including possession; immunity to *dream* and *nightmare* spells.

QUORI NIGHTMARE MAGIC ITEMS

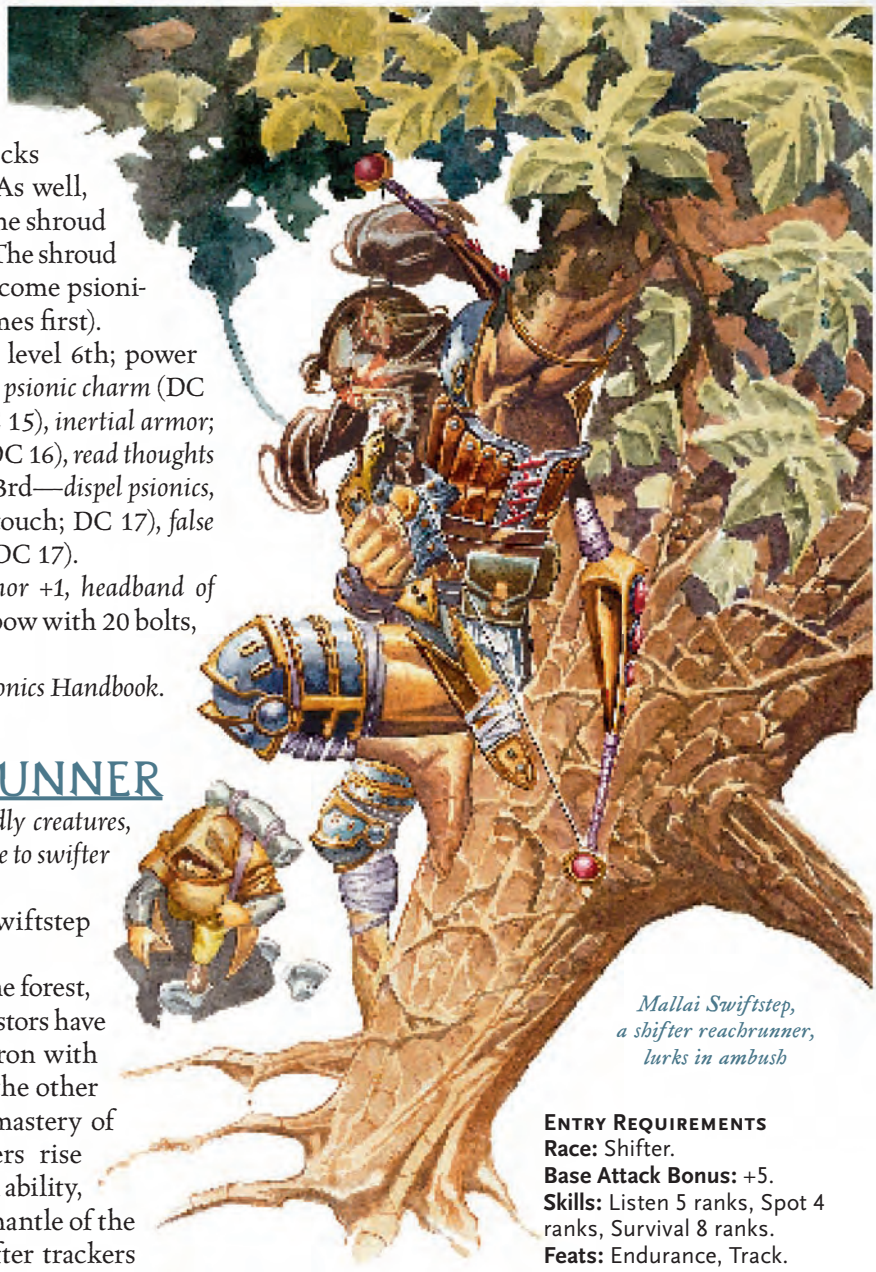
Though quori nightmares make free use of the many magic and psionic items available to them, two particularly potent wondrous items—the *dream siphon* and *dust of disturbance*—are most commonly associated with this class. Descriptions of these items appear on page 173.

Nightmare Shroud (Su): Liviltali can expend her psionic focus in order to surround herself with an ectoplasmic shroud that grants her a +2 bonus on Intimidate checks and a +2 deflection bonus to AC. As well, if Liviltali spends 4 power points, the shroud thickens to grant her concealment. The shroud lasts for 2 minutes (or until she become psionically focused again, whichever comes first).

Psion Powers Known (manifester level 6th; power points 54): 1st—*attraction* (DC 15), *psionic charm* (DC 15), *déjà vu* (DC 15), *demoralize* (DC 15), *inertial armor*; 2nd—*aversion* (DC 16), *brain lock* (DC 16), *read thoughts* (DC 16), *psionic suggestion* (DC 16); 3rd—*dispel psionics*, *hostile empathic transfer* (+2 melee touch; DC 17), *false sensory input* (DC 17), *psionic blast* (DC 17).

Possessions: amulet of natural armor +1, *headband of intellect* +2, masterwork light crossbow with 20 bolts, *breath crisis pearl**.

*See page 174 of the *Expanded Psionics Handbook*.



Mallai Swiftstep, a shifter reachrunner, lurks in ambush

Illus. by T. Giorello

REACHRUNNER

"If the reaches are home to more deadly creatures, none are swifter. If the reaches are home to swifter creatures, none are more deadly."

—Mallai Swiftstep

Since days lost in the antiquity of the forest, shifters and their lycanthrope ancestors have moved through the wilds of Eberron with an ease and instinct unrivaled by the other civilized races. Known for their mastery of the untamed world, some shifters rise above others in woodslore, physical ability, and stamina to claim the revered mantle of the reachrunner—the greatest of shifter trackers and scouts.

Entry Requirements
Race: Shifter.
Base Attack Bonus: +5.
Skills: Listen 5 ranks, Spot 4 ranks, Survival 8 ranks.
Feats: Endurance, Track.

BECOMING A REACHRUNNER

Advancing as a ranger is the easiest way to qualify for the reachrunner prestige class, but many barbarian or rogue multiclass options offer interesting benefits to those following the reachrunner path. Reachrunners with one or more levels of barbarian can combine their shifting racial ability and the barbarian's rage ability to great effect, boosting their physical prowess for short periods of time. Attaining rogue levels slows a character's entry into the class but allows more opportunity to perfect important skills such as Hide and Move Silently, as well as adding sneak attack damage to the reachrunner's already-effective combat abilities.

Table 7–5: The Reachrunner — **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Athletics, fast movement (+5 ft.), wild senses
2nd	+2	+3	+3	+0	Nature's stride
3rd	+3	+3	+3	+1	Swift tracker, shifter endurance
4th	+4	+4	+4	+1	Fast movement (+10 ft.), Run
5th	+5	+4	+4	+1	Pouncing ambush

Class Skills (4 + Int modifier per level): Climb, Craft, Handle Animal, Heal, Hide, Jump, Knowledge (geography), Knowledge (nature), Listen, Move Silently, Spot, Survival, Swim, and Use Rope.

CLASS FEATURES

As a reachrunner, your class abilities are focused on movement, both in and out of combat. As well, sharply tuned senses and increased stamina while shifting combine to make you an excellent scout and ambush fighter.

Athletics (Ex): Long days spent in the wild have honed your athletic abilities to their finest edge. Starting at 1st level, you add your reachrunner level as a bonus on all Climb, Balance, and Jump checks.

Fast Movement (Ex): Reachrunners are trained to move at high speed, particularly in combat. Starting at 1st level, if you are wearing light armor or no armor and are carrying a light load, your base land speed increases by 5 feet.

At 4th level, your base land speed increases by an additional 5 feet under the same conditions.

Wild Senses (Ex): Every scout knows the importance of remaining alert and ready for battle, and reachrunners work diligently to sharpen their already keen senses. Starting at 1st level, you add your reachrunner level as a bonus on all Spot and Listen checks.

Nature's Stride (Ex): Beginning at 2nd level, you gain the ability to move rapidly through obstacles that would normally slow movement. In any natural outdoor terrain, you can enter any square that normally costs two squares of movement (such as heavy undergrowth, shallow bog, or up a hill) at normal speed, spending only one square of movement. You can enter any square that normally costs four squares of movement (such as deep bog) by spending only two squares of movement.

Swift Tracker (Ex): Beginning at 3rd level, you can move at your normal speed while following tracks. See the ranger class feature, page 48 of the *Player's Handbook*.

Shifter Endurance (Ex): Also at 3rd level, you become hardier when shifting. When you shift, you gain a +2 bonus on Constitution checks, Constitution-based skill checks, and Fortitude saves, and the duration of your shifting increases by 2 rounds.

Run: At 4th level, you gain Run as a bonus feat.

Pouncing Ambush (Ex): At 5th level, whenever you use the charge action against a flat-footed opponent, you can make a full attack instead of a single attack after moving. You can only use this ability while shifting.

PLAYING A REACHRUNNER

You are a reachrunner, an elite tracker and forester. You can live in the wild for months at a time, and your heritage and extensive training have hardened your body to amazing levels of strength and resilience. Though many seek you out for your tracking abilities, you have always been an individual, content to pursue your own aims and adventures. Although you are a ferocious warrior in any situation, you are at your best when using stealth to ambush a foe, particularly in concert with your shifting abilities.

While the reachrunners have no formal or cohesive organization, they are respected throughout all shifter lands and communities. Small groups of reachrunners sometimes form tight bands to adventure and travel together for long periods of time, but these are exceptions. Reachrunners often have a more formal role in their homes or family groups, called on to lead raids or defend the community when necessary. For the most part, though, you and your fellow reachrunners share a loose specialist bond and little else.

Combat

As a reachrunner, you are typically a solid combatant, as comfortable in a long running battle as in a brutal slugfest against physically powerful foes. With their high speed, some reachrunners take the Spring Attack or Shot on the Run feats, but more often than not they choose to perfect their shifting abilities over other fighting forms. Reachrunners take full advantage of their ambush ability when they fight with paired weapons (or claws if they have the razorclaw shifter trait) and maximize their abilities to Hide, Move Silently, Spot, and Listen. A combination of keen senses, tracking abilities, stealth, and multiple weapons makes it likely for you to surprise and drop an opponent quickly.

Other reachrunners make use of their high movement rates by keeping away from their foes. These cagey fighters usually pursue the Shot on the Run and Manyshot feats in preference to shifter feats, moving each round of combat and making it extremely hard for enemies to close with them before falling to a hail of arrows.

Whatever fighting technique you choose to perfect, as a high-level reachrunner, you combine extreme speed with hardiness and agility, allowing you to dictate when and where most encounters occur. Your combination of speed and resilience is augmented by precisely placed attacks and deadly ambushes, and when an encounter turns bad, you can fade into the woodlands faster than even the most gifted scouts of other races.

Advancement

Becoming a reachrunner often seems a disorganized and confusing affair to outsiders, with no set ceremony or honoring of the candidate when he takes up the class. Nonetheless, entry into the organization

remains extremely important to both the reachrunners themselves and to the shifter communities they move within. Often, a prospective reachrunner will seek out a member of the order to train with as he dedicates himself to perfecting the abilities and techniques for which the reachrunners are famed. However, just as many characters advance their skills enough to enter the prestige class even before the order acknowledges them.

Reachrunners recognize no official ranks as others define them, but the title "reachrunner" is never assumed lightly. As you enter the prestige class, you will refer to yourself as tracker, scout, or (if you feel worthy) aspiring reachrunner, allowing others to learn of your ambition and observe your skill. Only after repeated demonstration of the skills and abilities of the class will shifters aware of your ambition confer the title of reachrunner on you (and if those skills and abilities are found lacking, will simply revert to calling you scout or tracker).

While membership in the reachrunners has few demands, other shifters, military leaders, nobles, and wealthy merchants might all seek you out for your expertise. Knowing that you possess skills beyond the norm, influential shifters might request that you perform some important service for a shifter community, or take up some cause important to the shifter race or its allies.

Once you begin advancing as a reachrunner, picking a fighting style that maximizes both speed and melee prowess allows you to use your many abilities to their fullest extent. In most cases, this involves continuing to take as many shifter feats as possible.

Resources

With no formal organization backing them, the reachrunners are much more a far-flung collection of individuals than a united group. Because of this, you are much more likely to turn for aid or assistance to your trusted adventuring companions or your immediate community than you are to turn to other reachrunners. In the rare case of multiple reachrunners undertaking the same mission, you will almost always prefer to work together, knowing that you can trust in your shared skills and abilities.

REACHRUNNERS IN THE WORLD

"The reachrunners remind us of what a shifter might become."
—Eldrath Drey, shifter moonspeaker

Reachrunners embody the shifter's connection to the land in a physical parallel to the moonspeaker's mystic communion with nature. Where the moonspeaker serves as a magical counterpoint to the shifter's physical abilities and savage lifestyle, the reachrunner embraces those abilities and lifestyle, accentuating his natural talents with increasing speed and skill.

Organization

The reachrunner tradition has been a part of shifter culture for longer than the shifters themselves have kept recorded histories. As they spend much of their time honing their skills and traveling through the wilds, some reachrunners might patrol individual sections of forest between shifter communities in the Eldeen Reaches, perhaps accompanied by a long-time moonspeaker traveling companion. Others might serve as outriders for tribes of nomadic shifter barbarians, or as veteran scouts in the armies of one of the Five Nations.

NPC Reactions

The world of Eberron is filled with hidden evils, and the wilds through which the reachrunners roam hold more than their share. The shifter race as a whole has a well-deserved reputation as excellent trackers and foresters, and even non-shifters will generally acknowledge a reachrunner's extreme skill and expertise. For shifters, though, knowledge of the long and difficult process required to become a reachrunner engenders a greater respect, and most shifters will greet a known reachrunner with a helpful attitude.

REACHRUNNER LORE

Characters with ranks in Knowledge (nature) can research the reachrunners to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: "Reachrunners are swift and deadly shifters. They are expert foresters, and were some of the most famous scouts of the Last War."

DC 15: "Reachrunners have extraordinary speed and physical abilities. They can climb and jump over obstacles that others would find impassible, and are almost impossible to take by surprise."

DC 20: "Reachrunners are a loose coalition of shifter scouts. Their physical abilities and speed are prodigious, and they are extremely gifted at tracking and ambushing foes. There is no single weapon associated with the reachrunners, but most prefer to fight with paired weapons or claws."

DC 30: In addition to the information above, the character learns that one of the most famous shifter heroes, Bennin Silverclaw, was a reachrunner. Bennin eventually served the Church of the Silver Flame as a tracker during their purge of lycanthropes, and he died on one of the last missions of the crusade

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Mallai pauses while tracking to study the remains of a campfire

(see History and Folklore in Chapter 2: Shifters).

REACHRUNNERS IN THE GAME

Reachrunners have a relatively low profile outside of shifter culture, making it easy to incorporate the class into an ongoing campaign.

Adaptation

Adapting the reachrunner to a specific campaign is usually as simple as assigning the class to a specific organization. The reachrunners might have a more cohesive structure and represent a specific group of shifter trackers loyal to a human king, or they might represent a group of evil shifters that hunt members of the other civilized races whenever they stray into shifter territory. In another campaign, they might be used to signify a group of shifter rangers allied to a specific druid sect like the Ashbound (or a druid sect from another world).

Encounters

Because of their emphasis on ambush tactics, most encounters with reachrunners begin with conditions that favor the stealthy shifters. Whether the reachrunners remain in close combat, snipe from a distance, or simply fade back into the wild depends on the success of their opponents' initial response.

EL 8: Mallai Swiftstep is a young reachrunner who just earned the distinguished title. He normally roams the wilds of the Eldeen Reaches in the company of an Ashbound human druid.

Mallai works best, however, as a solo encounter, ambushing the player characters before fading back into the forest.

Mallai Swiftstep: Male shifter ranger 5/reachrunner 3; CR 8; Medium humanoid (shapechanger); HD 8d8+8; hp 47; Init +6; Spd 35 ft.; AC 19, touch 15, flat-footed 15; Base Atk +8; Grp +10; Atk +11 melee (1d6+2, masterwork quarterstaff); Full Atk +9/+4 melee (1d6+2, masterwork quarterstaff) and +9 melee (1d6+1, off-hand masterwork quarterstaff); SA favored enemy (humans +4, goblinoids +2); SQ animal companion (badger), animal companion benefits, low-light vision, nature's stride, shifting (razorclaw), swift tracker, wild empathy +3 (–1 magical beasts), woodland stride; AL CG; SV Fort +8, Ref +11, Will +3; Str 14, Dex 18, Con 13, Int 8, Wis 12, Cha 6.

Skills and Feats: Balance +8, Climb +6, Hide +15, Jump +6, Listen +16, Move Silently +15, Sense Motive +2, Spot +16, Survival +12; Endurance, Great Rend*, Healing Factor*, Shifter Instincts†, Two-Weapon Fighting[B], Track[B].

† New feat described on page 115.

* Feats described in Chapter 3 of the *Eberron Campaign Setting*.

Language: Common.

Favored Enemy (Ex): Mallai gains a +4 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. He gains the same bonus on weapon damage rolls.

Against goblinoids, he gains a +2 bonus on these skill checks and on weapon damage rolls.

Animal Companion (Ex): Mallai has a badger as an animal companion. The companion's abilities and characteristics are summarized below.

Animal Companion Benefits (Ex): Mallai and his badger enjoy the link and share spells special qualities.

Link (Ex): Mallai can handle his badger as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his badger.

Share Spells (Ex): Mallai can have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. He can also cast a spell with a target of "You" on his animal companion.

Nature's Stride (Ex): Mallai can move rapidly through obstacles that would normally slow movement. In any natural outdoor terrain, he can enter any square that normally costs two squares of movement (such as heavy undergrowth, shallow bog, or up a hill) at normal speed, spending only one square of movement. He can enter any square that normally costs four squares of movement (such as deep bog) by spending only two squares of movement.

Shifting (Su): Mallai can shift twice per day for 9 rounds each time. While shifting, he gains a +2 bonus to Strength, a +2 bonus on Constitution checks, Constitution-based skill checks, and Fortitude saves, and two claw attacks (Atk +12 melee [1d4+5, claw]; Full Atk +12/+12 melee [1d4+5, 2 claws]) that he uses instead of his quarterstaff. If Mallai hits with both claw attacks while shifted, he deals an extra 1d4+3 points of damage because of his Great Rend feat.

Swift Tracker (Ex): Mallai can track at normal speed without taking the usual penalty, or can track at double speed at only a –10 penalty.

Wild Empathy (Ex): Mallai can improve the attitude of an animal in the same way that a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+3, or 1d20–1 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Woodland Stride (Ex): Mallai can move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect him.

Possessions: masterwork quarterstaff, *+1 studded leather armor, ring of protection +1, amulet of mighty fists +1, potion of cure moderate wounds,* 400 gp.

Badger Animal Companion: CR —; Small magical beast; HD 1d8+2; hp 6; Init +3; Spd 30 ft., burrow 10 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp –5; Atk +4 melee (1d2–1, claw); Full Atk +4 melee (1d2–1, 2 claws) and –1 melee (1d3–1, bite); SA rage; SQ bonus trick, low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1; Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Escape Artist +7, Listen +3, Spot +3; Track[B], Weapon Finesse.

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. The following changes are in effect as long as it rages: hp increase by 2; AC 13, touch 12, flat-footed 10; Grp –3; Atk +4 melee (1d2+1, claw); Full Atk +4 melee (1d2+1, 2 claws) and –1 melee (1d3, bite); SV Fort +6; Str 12, Con 19.

A badger can't end its rage voluntarily.

Bonus Trick: This badger is capable of learning one trick in addition to any that the reachrunner might choose to teach it (see the Handle Animal skill, page 74 of the *Player's Handbook*). This bonus trick doesn't require any training time or Handle Animal checks, and it doesn't count against the normal limit of tricks known by the creature. The reachrunner selects this bonus trick, and once selected, it can't be changed.

Scent (Ex): A badger can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

RECASTER

"Magic is very like a changeling. A twist here, a pull there, and one spell suddenly becomes another."

—Ziv, recaster and General Studies Chair of Metamagical Physics at Morgrave University

Most changelings focus on their ability to alter their own forms, emphasizing one mode of personal transformation or another. The recaster approaches life with a somewhat different philosophy—to her, the change her own body is capable of is a simple reflection of the mutability of the world around her. Magic is at once the most alterable element of the world and also a powerful means of affecting transformation, so the recaster turns to magic as a way to extend her own abilities.

BECOMING A RECASTER

Most recasters begin their careers as wizards (some with one or more of the changeling wizard substitution levels presented in Chapter 6: Character Options), using their wizard bonus feats to acquire the class's metamagic feat prerequisites. Some sorcerers and a few bards adopt the class as well, often as a means of accentuating their magic's more uncontrolled nature.

Entry Requirements

Race: Changeling.
Skills: Knowledge (arcana) 4 ranks, Spellcraft 8 ranks.
Feats: Any two metamagic feats.
Spells: Ability to cast 3rd-level arcane spells.

Table 7–6: The Recaster **Hit Die: d4**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Metamorphic spell (components)	—
2nd	+1	+0	+0	+3	Expanded knowledge, sudden metamagic	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Metamorphic spell (time)	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Expanded knowledge, sudden metamagic	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Metamorphic spell (space)	+1 level of existing arcane spellcasting class

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft, Decipher Script, Disguise, Knowledge, Profession, Sense Motive, and Spellcraft.

CLASS FEATURES

Advancing as a recaster means giving up a little of your spellcasting progression in order to gain a series of abilities that allow you to manipulate the features and requirements of your spells. The class is a detour along your career path rather than a career path in and of itself—five levels that you can dabble in or pursue to the end in order to gain a suite of specific spellcasting abilities.

Spellcasting: At each level above 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming a recaster, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Metamorphic Spell: The recaster's specialty is the ability to alter spells on the fly to best meet the demands of a specific situation. At different levels, you gain the ability to modify your spells as you cast them.

Components: At 1st level, you can alter the components required to cast your spells. You can freely ignore normal material components as if you had the Eschew Materials feat (though you cannot ignore the need for an expensive material component or an XP component). As well, once per day per class level, you can apply the benefit of either the Silent Spell or the Still Spell feat to any spell you cast without increasing the level of the spell, specially preparing it ahead of time, or increasing its casting time. As with the Silent Spell feat, you cannot apply this benefit to a bard spell in order to cast it without a verbal component.

Time: At 3rd level, you gain the ability to alter the temporal characteristics of your spells. Three times per day, you can cast any spell that normally has a casting time of 1 standard action and a duration longer than 1 round as a swift action, as if you had applied the Quicken Spell feat to it. The level of the spell is not altered and you do not need to specially prepare the spell ahead of time, but the duration of the spell becomes 1 round.

Space: At 5th level, you can manipulate the spatial characteristics of your spells (including range, area, and even targets) up to five times per day in the following ways.

—You can use a spell with a range of touch on a target up to 30 feet away by making a ranged touch attack.

—You can alter a spell that affects an area (burst, emanation, spread, cylinder, or line) in order to create spaces within the area that are not subject to the spell's effect (a minimum 5-foot cube for each such space). Furthermore, if the spell is shapeable, the minimum dimension for the shaped area or effect is 5 feet instead of 10 feet.

—If the spell's area is a burst, emanation, or spread, you can cast it as a cone, cylinder, line, or sphere. You can change areas freely within any of the following groups:

Group 1: 15-foot cone OR
10-foot-radius cylinder, 40 feet high OR
30-foot line OR
5-, 10-, or 15-foot-radius sphere
Group 2: 30-foot cone OR
20-foot-radius cylinder, 40 feet high OR
60-foot line OR
20- or 30-foot-radius sphere
Group 3: 60-foot cone OR
40-foot-radius cylinder, 40 feet high OR
120-foot line OR
40- or 80-foot-radius sphere

—If the spell targets a number of creatures, no two of which can be farther apart than a certain distance, you can have the spell affect the same number of creatures as long as each is half that distance from one other affected creature. Thus, if you applied this effect to a *haste* spell you cast, you could affect up to one creature per level as long as each affected creature was within 15 feet of another affected creature.

Expanded Knowledge: At 2nd level, and again at 4th level, choose a spell up to one level lower than the highest-level spell you can cast from any class's spell

list. You can add this spell to the spell list of the same arcane spellcasting class to which you added your increased spellcasting ability at that level.

Sudden Metamagic (Su): At 2nd level, choose a metamagic feat you know from the following list: Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, or Widen Spell. Once per day per class level, you can apply the benefit of that feat to any spell you cast without increasing the level of the spell, preparing it ahead of time, or increasing its casting time.

At 4th level, you can choose another feat you know from the list above and use it in conjunction with this ability; with this ability, you can't apply the effect of more than one feat to the same spell. If you don't know any feat from the above list, you gain no benefit until you acquire an appropriate feat.

PLAYING A RECASTER

As a recaster, you view the rules of magic as guidelines designed to help less flexible minds grasp the complicated concepts of spellcasting. You probably love to hear other spellcasters exclaim, "You can't do that!" and prove them wrong. Most wizards seem so bound to their books that they can't conceive of spells doing the things you make them do. You view magic as a soft clay (much like your own flesh) that you can mold as you wish and shape to match your desires.

Both becomers and reality seekers are drawn to the recaster class, but for different reasons. Becomers view its abilities as a projection of their own everchanging mutability onto the external world, and revel in change for its own sake. Reality seekers, on the other hand, believe that there are true rules of magic behind and beyond the rules that restrict other casters. By warping those established rules, they hope to find a greater truth to the universal workings of magic.

Ziv, a changeling recaster

Combat

As an arcane caster, you are probably accustomed to standing back from the center of melee to hurl spells into the fray; none of the class abilities you gain as a recaster should change that. In fact, by the time you've learned to alter your spells' spatial components, you can remain out of melee even when casting touch-range spells.

The greatest single asset you gain as a recaster is flexibility—applying metamagic feats without prior preparation, learning spells beyond your normal spell list, casting spells more swiftly in exchange for shortened durations, and shaping spells in different forms or leave gaps in spell effects to protect your allies. Pay attention to the shifting tides of combat around you, for more than almost any other spellcaster, you have the ability to adapt to changes on the battlefield and to turn them to your advantage.

Advancement

Most recasters are self-taught scholars and experimenters. While the techniques of the class grow from a philosophical perspective shared by many changelings who study arcane magic, that perspective

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isn't necessarily taught in specific schools or widely promulgated through other means. In many ways, the prestige class is simply an outgrowth of a very natural changeling question: "Can I change my spells the same way I change myself?" Changelings who manage to discover the affirmative answer to that question become recasters.

Once you have paid the spellcasting price of your first level in the class, you have little to lose (and much to gain) by pursuing it to the end. As you advance, choose feats that complement your class abilities. Additional metamagic feats expand the repertoire of manipulations you can apply to your spells, while Heroic Metamagic allows you to supplement your sudden metamagic abilities with action points. Mutable Body is also a good choice, allowing you to combine your mastery of magic and your changeling nature. (See Chapter 6 for feat descriptions.)

Resources

Though primarily independent operators with no centralized organization, good will is common between recasters who recognize each other as such. Recasters will often serve as contacts and nominal allies in dangerous situations, and specifically if one is in peril of being revealed as a changeling in disguise.

RECASTERS IN THE WORLD

"How did you do that?"

—Baristi, shifter wizard

Recasters are a natural fit in any campaign that includes changelings. Not tied to any specific organization, they are simply a natural extension of changeling philosophy applied to the realm of arcane magic. An excellent choice for player character changeling wizards or sorcerers, they make fine villains as well—their strange abilities obscuring their true natures and keeping the PCs guessing.

Organization

There is no formal organization of recasters, who most often come to know one another in the context of some other organization, such as a university or mages' guild. They do feel a strong respect and kinship with one another, though, with a sense of having discovered a secret that no one else knows creating a strong bond between them.

NPC Reactions

Recasters view themselves as a knowledgeable elite, rarely sharing more about their techniques and qualifications than a vague, "I like to tinker with spells." Because this general concept is all that most laypeople know of them, recasters are sometimes misnamed "tinker wizards".

A recaster knows that the prestige class has tapped into her changeling heritage, and knows (or at least strongly suspects) that all recasters are changelings, no matter how they present themselves. This belief goes unmentioned, though; in a manner uncharacteristic of most changelings, many recasters work to protect not just their own identity but the identities of other recasters as well.

RECASTER LORE

Characters with Knowledge (arcana) can research the recasters to learn more about them, though the very small numbers of admitted recasters and their general secretiveness makes it difficult to discover accurate information. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 15: "Recasters are arcane spellcasters who focus on metamagic feats and abilities."

DC 20: "Some recasters can cast spells usually restricted to clerics or druids."

DC 25: "Recasters can spontaneously apply metamagic effects to their spells, and can alter the properties of their spells in space and time."

DC 35: "Only changelings can become recasters."

RECASTERS IN THE GAME

Recasters pursue a specialized niche of magic and will always be a minority among spellcasters. They function best as rare, talented individuals with great skill, and will often be found in positions of power. Their skill set makes them superb advisors to nobility or scholars researching lost secrets.

A player character recaster should need little incentive to continue advancing in the class, as any PC will find ample opportunity to make use of her recaster class features.

Adaptation

Recasters can play a more prominent role in a campaign by having a larger, established organization learn of their kind and sponsor a school to further their studies. Alternatively, a recaster class without the specific connection to the changeling race could appear among any race of shapechangers or any group associated with change. The class might be recast as a loose organization of particularly chaotic spellcasters associated with a specific philosophy or religion in a campaign.

Encounters

Because of their independence and rarity, recasters are most likely encountered individually. Of course,

like all arcane spellcasters, they value the protection offered by a mixed party.

EL 11: As an openly accepted changeling teaching at Morgrave University, Ziv has headed up several expeditions to Xen'drik and discovered a number of important sites. Through her several side identities as part-time instructors (which she uses to screen potential assistants and allies), Ziv has contacts with academics, criminals, and merchants. All her work focuses on one ultimate goal, though—to discover what secrets the ancient ruins of Xen'drik hide, and to specifically seek the knowledge that she believes will enable full understanding of the nature of arcane spellcasting itself.

Ziv works well as a single encounter, with the PCs finding her alone as she seeks ancient artifacts in remote ruins. Ziv doesn't generally start fights, but neither will she shirk an encounter. The versatility of her spellcasting might lead a group to assume she's a sorcerer; if attacked, she'll cast *fly* to get away from melee combat. After casting a *confusion* spell, she'll likely follow up with a *rainbow pattern* or *phantasmal killer* if the encounter seems deadly.

Ziv: Female changeling illusionist 6/recaster 5; CR 11; Medium humanoid (shapechanger); HD 11d4; hp 27; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +5; Grp +6; Atk or Full Atk +6 melee (1d6+1, club) or +5 ranged (1d10/19–20, heavy crossbow); SA spells; SQ expanded knowledge, familiar*, metamorphic spell (components, time, space), sudden metamagic (Empower Spell, Maximize Spell) 5/day; AL CN; SV Fort +5, Ref +6, Will +10; Str 13, Dex 12, Con 10, Int 19, Wis 8, Cha 14.

*Ziv currently does not have a familiar, as she found that it hampered her ability to impersonate members of other classes.

Skills and Feats: Bluff +4, Concentration +14, Decipher Script +13, Gather Information +4, Intimidate +4, Knowledge (arcana) +19, Knowledge (local) +19, Sense Motive +1, Spellcraft +21; Empower Spell, Maximize Spell, Scribe Scroll[B], Spell Focus (illusion), Spell Penetration.

Languages: Common, Drow, Elven, Giant.

Changeling Traits (Ex/Su): +2 bonus on saving throws against sleep and charm effects; minor change shape.

Metamorphic Spell: Ziv has the ability to modify her spells as she casts them, as follows.

Components: Ziv can freely ignore normal material components (though she cannot ignore the need for an expensive material component or an XP component). As well, five times per day, she can apply the benefit of either the Silent Spell or the Still Spell feat to any spell she casts without increasing the level of the spell, specially preparing it ahead of time, or increasing its casting time.

Time: Three times per day, Ziv can cast any spell that normally has a casting time of 1 standard action and a duration longer than 1 round as a swift action. The level of the spell is not altered and she does not need to specially prepare the spell ahead of time, but the duration of the spell becomes 1 round.

Space: Ziv can manipulate the spatial characteristics of her spells (including range, area, and targets) up to five times per day. See the prestige class feature description, page 158.

Wizard Spells Prepared (caster level 10th; prohibited schools conjuration and necromancy): 0—*dancing lights, detect magic, ghost sound* (DC 15), *message, ray of frost* (+6 ranged touch; DC 14); 1st—*charm person* (DC 15), *enlarge person, feather fall, shield, silent image* (DC 16), *true strike;* 2nd—*bear's endurance, cat's grace, detect thoughts* (DC 16), *invisibility, mirror image, see invisibility;* 3rd—*displacement, fly, hold person* (DC 17), *suggestion* (DC 17), *tongues;* 4th—*confusion* (DC 18), *greater invisibility, polymorph, phantasmal killer* (DC 19), *rainbow pattern* (DC 19); 5th—*cone of cold, contact other plane, overland flight, seeming* (DC 20).

Spellbook: As above plus 0—all others except conjuration and necromancy; 1st—*expeditious retreat, magic weapon, ventriloquism;* 2nd—*blur, daze monster, web;* 3rd—*arcane sight, clairaudience/clairvoyance, daylight, haste;* 4th—*scrying;* 5th—*fabricate, seeming.*

Possessions: Bracers of armor +3, club, heavy crossbow with 10 bolts, *headband of intellect* +2, *cloak of resistance* +2, *wand of magic missile* (caster level 9th, 10 charges), *wand of fireball* (5 charges), 2 *potions of cure moderate wounds, potion of barkskin* +3, *Quaal's feather token,* 120 gp.

REFORGED

"The purpose of life is living."

—Hatchet, reforged philosopher

If the warforged juggernaut is the ultimate expression of the warforged as a warrior construct, the reforged represent the realized ideal of the race's living aspects. Warforged take up this path to gain an identity as something other than destructive machines and to heighten their experiences of the world. With the force of their personalities, reforged alter their forms, embracing insight and emotion in order to celebrate their living nature.

BECOMING A REFORGED

Warforged characters of all classes can and often do take levels in the reforged prestige class. Spellcasting

warforged typically have the least to gain by following the reforged path, although warforged bards, enchanters, and clerics often find that the class's embrace emotion ability meshes well with their own abilities and spells.

Entry Requirements

Race: Warforged.

Skills: Craft or Profession 8 ranks, Sense Motive 4 ranks.

Table 7–7: The Reforged **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Extroverted, natural healing
2nd	+1	+0	+0	+3	Reforged insight, magical healing
3rd	+2	+1	+1	+3	Embrace emotion, final reforging

Class Skills (4 + Int modifier per level): Balance, Bluff, Climb, Craft, Diplomacy, Heal, Gather Information, Jump, Listen, Profession, Spot, Search, Sense Motive, Survival, Swim.

CLASS FEATURES

Reforged drive themselves toward a living state by embracing their social natures and altering the magic that created them. As they travel farther down the reforged path, they grow more insightful and emotional. Their bodies likewise change, easing the difficulties warforged typically have with healing magic and arcane spellcasting.

Extroverted (Ex): Starting at 1st level, you begin to bring yourself more fully into the lives of other living creatures. Because of this change in your nature, you gain a bonus equal to your class level on Bluff, Diplomacy, Gather Information, and Sense Motive checks.

Natural Healing (Ex): Also at 1st level, your increased connection to a living state allows you to repair lethal damage, nonlethal damage, and ability damage when you rest, just as other living creatures. Likewise, you heal faster when you have complete bed rest and when a character uses the Heal skill to put you under long-term care.

Reforged Insight (Ex): Beginning at 2nd level, your study of reforged philosophy grants you a growing knowledge of life and its mysteries. You gain a +2 insight bonus on Wisdom checks and Wisdom-based skill checks.

Magical Healing (Ex): Also at 2nd level, you gain the full benefit of any magical healing applied to you, rather than half the benefit of such effects.

Embrace Emotion (Ex): By internalizing the philosophical teachings of the reforged, you learn to experience emotions more powerful than most living creatures ever know. From 3rd level, any time you are subject to an effect that grants you a morale bonus, that bonus is increased by +1.

Final Reforging: Also at 3rd level, you undergo a dramatic physical transformation, often described as a reforging or birth. You lose any warforged feats you possess, undergoing a consistent physical change (losing any composite plating, armor spikes, metal tracery, and so forth) and losing the ability to use warforged components (any components you have installed are automatically detached). In exchange, you gain an equal number of bonus feats in place of the lost feats, and gain Unarmored Body as an additional bonus feat (ignoring the 1st level only prerequisite; see page 120). You can choose any feats you qualify for as your new feats.

PLAYING A REFORGED

The path of the reforged welcomes all warforged interested in the rebirth that can be gained by an increased focus on what it means to be alive. Being a reforged is more than a choice of profession or lifestyle—it represents a philosophy exploring the nature of the warforged and their place in the world. Your decision to highlight your living nature is an affirmation both of your rights as a living creature and of the rights of all warforged. You might secretly desire to be human or another fully living race, but you maintain many of the strengths of your race even as you eliminate some of its weaknesses.

You might boldly speak of the benefits of the reforged path, hoping to convert other warforged, or you might let your abilities and actions speak for themselves. As a reforged, you deal better with other living creatures than most of your kind, and you might consider yourself an ambassador for your race. By taking up the clothes and customs of another people, you can better blend in and assuage the fears and prejudice you face.

Combat

Some reforged rely on their skills in dealing with others to avoid combat, but when battle is necessary, you can rely on the instincts granted to you before taking up the reforged path. As a reforged, your greatest assets are your social interaction skills and your heightened senses, and you should always look for ways to highlight those strengths while using your foes' weaknesses in those areas to your advantage. As well, thanks to your increased healing abilities, you have less to fear in physical combat than most warforged, and can take more risks.

If you reach 3rd level as a reforged, you should look for every opportunity to gain morale bonuses that your embrace emotion ability will enhance. Such opportunities include bardic music, the barbarian's rage ability (the bonus on Will saves is a morale bonus), and spells such as *aid*, *heroism*, and *good hope*.

Advancement

As a reforged, you do not train as members of other classes do. Instead, you gain your abilities through meditation and introspection, ruminating on what it means to be alive. Some reforged focus their meditations on the perceptions of their own senses, while others seek a broad experience of life's vast emotional spectrum.

A reforged who wins converts to his philosophy might offer to help other warforged find the core of their living natures. Such reforged masters impart their philosophy of emotion and interaction, often by leading small groups of warforged in meditation or on forays into settled areas to surround themselves with other folk.

Resources

Other warforged look upon reforged as deplorable or admirable, depending on their relationship to their own living construct natures. In the small warforged communities that are left outside of some cities, reforged can expect to be treated neutrally by their fellows.

Most reforged tend to be strong speakers and look to help their fellow warforged, so while their initial welcome might be indifferent, they can quickly gain the trust and respect of a warforged community. Within the cities and among other races, reforged benefit greatly from their insights into the living state. They can often overcome the prejudice directed against their kind to serve as speakers for warforged rights and causes.

REFORGED IN THE WORLD

"If it isn't broken, why reforge it?"

—Kvetchen d'Cannith, House Cannith magewright

Reforged are new to the world of Eberron, and few have heard of them or their abilities. Their innocuous appearance makes them indistinguishable from normal warforged until they wish to reveal their superior insight and sensory abilities. The reforged are a quiet counter to the fierce and feared warforged juggernauts, but reforged philosophy encourages good relations with other races and generally prevents the two camps from coming into conflict.

A reforged sorcerer decked out in finery

Illus. by T. Giorello

Organization

The reforged have no official organization, but most maintain allegiance to their reforged mentors even as they honor the memory of Hatchet, the very first reforged according to legend. Hatchet helped many warforged onto the reforged path, with those warforged aiding others in turn as they spread his philosophy. This philosophy included four simple maxims regarding life that many reforged follow as a kind of personal code: *I choose, therefore I live*. To Hatchet's way of thinking, any creature that can make decisions for itself is alive. Creatures that can't think or choose for themselves (or that cannot act unless given commands) are not alive. This simple definition blurs the lines between what most other races typically think of as the living and nonliving (specifically constructs and undead).

To Hatchet and his adherents, though, it makes for a simpler and more sensible distinction.

The purpose of life is living. Hatchet didn't concern himself with the meaning of existence or the whys and wherefores of warforged origins. As a member of a race that does not propagate, concern itself with love, or believe in an afterlife, it seemed natural to Hatchet that one exists solely to experience that state of existence. Some reforged take this maxim to great extremes, using it to justify their own survival at the expense of others. Most, though, pay respect to Hatchet's words by simply living their lives to the fullest.

All living beings have the right to choose. This maxim expressed Hatchet's outrage at the enslavement of his kind. While most reforged condemn the concept of enforcing one's will on others, this philosophy is invoked in other contexts as well, including instances when a reforged chooses to trample the rights of another creature.

Some choices demand punishment. Hatchet wasn't a particularly beneficent warforged, and he understood that choices have consequences (both good and bad). The original context of this maxim concerned those among his followers who had made mistakes or whom Hatchet felt needed to be punished for their actions. However, the philosophy has since been used by some reforged to justify all manner of actions against others.

The merit and meaning of Hatchet's maxims have taken on new significance for many reforged in the aftermath of his recent death in Thrane. When an off-duty boss of a warforged work crew mistook Hatchet for one of his indentured charges trying to escape, Hatchet was forced to kill the human to defend himself. A mob of humans who witnessed the fight then turned on the reforged and destroyed him.

NPC Reactions

Few in Eberron know of the reforged; even among the warforged, there is little recognition of the name. Rumors and stories of reforged do circulate, but since few people believe them, many reforged are thought to simply be eccentric. Those who witness the unique abilities of a reforged often ascribe them to some new manner of magical enhancement.

Invisible as they seem, reforged face threats from three fronts. The warforged juggernauts have a philosophy that directly counters the sensibilities of the reforged, and conflict between the two factions is always a possibility. House Cannith has heard only vague rumors of the reforged, but as the creation of new warforged is officially banned, has not yet taken an active interest in the matter. Should Merrix d'Cannith learn more, though, he might seek individual reforged out for capture and study. Finally, while it's not known whether word of the existence of the reforged has reached the Lord of Blades in his Mournland stronghold, his hatred of all other races and his contempt for warforged who turn from what he sees as their racial destiny would seem to make conflict between his forces and the reforged inevitable.

REFORGED LORE

Characters with Knowledge (history) or Knowledge (local) concerning a community that includes a significant warforged population can research the reforged to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 15: "Reforged are warforged who espouse coexistence with other races. They're unusually personable for their kind, and sometimes act as ambassadors between the warforged and others."

DC 20: "Reforged are warforged who focus on their living natures. They have a fascination with emotion and spend much time meditating about philosophical questions."

DC 25: "The reforged can heal wounds without repairing them. They often take pains to act like members of other races, even going so far as to eat food."

DC 35: "A warforged named Hatchet was the first reforged. He trained a small number of disciples who continue to spread his teachings. Hatchet developed a number of maxims for the reforged to follow, one of which is, 'Some choices demand punishment.'"

REFORGED IN THE GAME

Reforged are relatively new to the world of Eberron, making them easy to work into a campaign. Because their nature and powers are largely unobtrusive and few groups have any real knowledge of them, even NPCs the player characters already know might be revealed as reforged.

Adaptation

The reforged have a mutable philosophy that can be interpreted in many ways, allowing their relationship to the world to be changed without altering the mechanics of the class. Reforged might have no qualms about working with thinking undead, and might protect such creatures' right to exist as staunchly as they protect their own. Reforged could also be more organized, dedicated to ingratiating themselves among other races for the purpose of punishing them for their "choice" to enslave the warforged in years past.

Encounters

Reforged are patient plotters and hunters who rarely fight to the death, preferring to strike by surprise when their foes are weakest. Combat encounters with reforged will likely turn on whether or not their foes treat them as normal warforged, possibly being surprised by the difference in their tactics, unexpected use of spells, or feat-driven combat abilities.

EL 12: Already a strong spellcaster when he became one of the original disciples of Hatchet, Sever Brave took up the path of the reforged as a source of personal empowerment. He hates humans and never cared for Hatchet's philosophies, but his silver tongue guaranteed that Hatchet never knew. Sever has indoctrinated only two other warforged into the ways of the reforged—his lieutenants, Reaver (female personality warforged cleric 5/reforged 3) and Blackhand Grey (male personality warforged fighter 5/reforged 3).

Sever Brave makes an interesting EL 10 encounter by himself, but pairing him with his two lieutenants makes an EL 12 encounter that conveys the full range of possibility for reforged characters. Sever prefers to trick others into doing his dirty work. He might befriend the PCs while hiding his true motives, directing their efforts to his advantage. If the PCs catch on to one of his many plots, though, Sever might decide to deal with them personally, with the help of his lieutenants, his robe of bones, and anyone else he can trick into aiding him.

Sever Brave: Male personality warforged sorcerer 7/reforged 3; CR 10; Medium construct (living construct); HD 7d4+14 plus 3d8+6; hp 51; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +5; Grp +4; Atk or Full Atk +5 melee (1d8, +1 *heavy mace*) or +4 melee (1d4–1, slam) or +1 ranged touch (by spell); SA spells; SQ embrace emotion, extroverted, familiar (snake), familiar benefits, final reforging, living construct traits, magical healing, natural healing, reforged insight; AL NE; SV Fort +6, Ref +5, Will +9; Str 8, Dex 13, Con 15, Int 12, Wis 11, Cha 17.

Skills and Feats: Bluff +19, Concentration +12, Craft (blacksmithing) +9, Diplomacy +11, Gather Information +9, Intimidate +5, Listen +7, Sense Motive +8, Spellcraft +3, Spot +7; Alertness[B] (if familiar is within 5 feet), Heroic Metamagic, Maximize Spell, Skill Focus (Bluff), Unarmored Body.

Language: Common.

Embrace Emotion (Ex): Any time Sever is subject to an effect that grants him a morale bonus, that bonus is increased by +1.

Familiar: Sever's familiar is a tiny viper. The familiar uses the better of its own and Sever's base save bonuses. Its abilities and characteristics are given below.

Familiar Benefits: Sever gains special benefits from having a familiar. This creature grants

Illus. by N. Percival

Sever Brave unleashes a scorching ray against a human guard

Sever a +3 bonus on Bluff checks (included in the above statistics).

Alertness (Ex): The viper grants its master Alertness as long as it is within 5 feet.

Empathic Link (Su): Sever can communicate telepathically with his familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): Sever can have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. He can also cast a spell with a target of "You" on his familiar.

Living Construct Traits: Immune to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, and energy drain. Subject to stunning, ability damage, and ability drain. Subject to spells that target either constructs or living creatures.

Magical Healing (Ex): Sever gains the full benefit of any magical healing applied to him, rather than half the benefit of such effects.

Natural Healing (Ex): Sever can repair lethal damage, nonlethal damage, and ability score damage when he rests, just as other living creatures. Likewise, he heals faster when he has complete bed rest and when a character uses the Heal skill to put him under long-term care.

Reforged Insight (Ex): Sever gains a +2 insight bonus on Wisdom checks and Wisdom-based skill checks.

Sorcerer Spells Known (6/7/7/5 per day; caster level 7th): 0—*acid splash* (+6 ranged touch), *detect magic, light, mage hand, message, read magic, touch of fatigue* (+4 melee touch; DC 13); 1st—*disguise self, magic missile, repair light damage**, *shield;* 2nd—*darkness, scorching ray* (+6 ranged touch); 3rd—*stinking cloud* (DC 16).

* See page 114 of the Eberron Campaign Setting.

Possessions: Amulet of natural armor +1, ring of protection +2, +1 heavy mace, cloak of resistance +1, robe of bones.

Tiny Viper Snake Familiar: CR —; Tiny magical beast; HD 10; hp 25; Init +3; Spd 15 ft.; AC 21, touch 15, flat-footed 18; Base Atk +5; Grp –6; Atk or Full Atk +10 melee (1 plus poison, bite); SA poison; SQ deliver touch spells, empathic link, improved evasion, low-light vision, scent, share spells, speak with master, speak with reptiles; AL NE; SV Fort +5, Ref +8, Will +9; Str 4, Dex 17, Con 11, Int 9, Wis 12, Cha 2.

Skills and Feats: Balance +11, Bluff +6, Climb +11, Concentration +10, Diplomacy +6, Gather Information +2, Hide +15, Knowledge (arcana) +2, Listen +6, Sense Motive +2, Spellcraft +10, Spot +6, Swim +5; Weapon Finesse.

Improved Evasion (Ex): If a viper is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw and half damage if the saving throw fails.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d6 Con.

Scent (Ex): A viper can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

SPELLCARVED SOLDIER

"Fear magic? I am magic."

—Graven, spellcarved soldier

Spellcarved soldiers are warforged warriors who engrave magic runes into the plating of their inherently magic bodies, gaining remarkable defensive abilities. Trained and funded by Cyre during the Last War, the spellcarved soldiers were a devastating force on the battlefield—cutting down forces of ten times their number and striking fear into the living and the warforged alike. With the secrets of their arcane augmentation captured with their fallen on the battlefields, spellcarved soldiers stood in the ranks of nearly every faction in the war before the end.

In the aftermath of the war, Baron Merrix d'Cannith's failed attempt to turn the scattered spellcarved soldiers into his own private army inspired the creation of a loose federation among these warforged—propagating their teachings and maintaining some form of discipline among their ranks. With the spellcarved soldiers' combat focus leaving them unsuitable for many peacetime pursuits, most work now as mercenaries, bodyguards, bounty hunters, or elite soldiers in the armies of various nations.

BECOMING A SPELLCARVED SOLDIER

On top of a single level of wizard or artificer, most spellcarved soldiers start out as fighters, paladins, or rangers. Few barbarians become spellcarved soldiers: though the class has no alignment restriction, the discipline required to master the spellcarved soldier path rarely appeals to such chaotic warforged. Spellcasting classes do not gain spell progression as spellcarved soldiers, but spellcarved soldiers with more extensive magical training can enhance the spells and infusions they place on themselves.

Entry Requirements

Race: Warforged.
Base Attack Bonus: +6.
Skills: Spellcraft 4 ranks.
Feats: Silver Tracery.
Spells: Ability to cast 1st-level arcane spells or imbue 1st-level infusions.

Table 7–8: The Spellcarved Soldier **Hit Die: d10**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Spellcarved runes, rune of extension
2nd	+2	+3	+0	+3	Rune of resistance
3rd	+3	+3	+1	+3	Rune of fortification
4th	+4	+4	+1	+4	Rune of the archmage
5th	+5	+4	+1	+4	Rune of warding

Class Skills (4 + Int modifier per level): Climb, Craft, Handle Animal, Intimidate, Jump, Ride, Spellcraft, Swim, Use Magic Device.

CLASS FEATURES

As a spellcarved soldier, you learn to use your knowledge of magic to engrave protective magic runes on the plating of your body. The initial benefits of these runes apply only to other spells or infusions you receive, but as you advance, they gain protective qualities in their own right.

Spellcarved Runes (Su): Primarily defensive in nature, these runes transform your body into a magic item that sustains and protects you in battle. You can have one rune active at any given time, increasing to two runes when you reach 4th level. Activating a rune is a swift action, with each activation lasting 1 hour per level or until you deactivate it (a free action).

Rune of Extension: At 1st level, the rune carved into your composite plating makes you more receptive to beneficial spells and infusions cast on you. Any spell or infusion with a duration other than instantaneous can be tied to the rune of extension when placed upon you. This doubles the spell or infusion's duration. as though it had been modified by the Extend Spell feat. In addition, a spell tied to the rune of extension is harder to dispel, increasing the DC of dispel checks made against it by +5.

While the tied spell is in effect, the rune of extension glows softly red. Only one spell can be tied to the rune at any given time.

Rune of Resistance: When you reach 2nd level, the rune you carve into your composite plating grants you increased resistance to certain spells and effects. While this rune is active, you gain a +2 bonus on saving throws against mind-affecting spells and abilities, and against harmful spells or effects that target your composite plating. The specific spells mentioned on page 23 of the Eberron *Campaign Setting* (including *heat metal*, *repel wood*, and *rusting grasp*), are examples of this latter category.

Rune of Fortification: At 3rd level, the rune you carve increases your defensive capabilities. While this rune is active, you are immune to extra damage from critical hits or sneak attacks.

Rune of the Archmage: At 4th level, the rune you carve enhances your body's ability to benefit from certain magic items. While this rune is active, you can benefit from the effects of up to three magic rings worn on your fingers and from wearing magic robes. You can also add your class level to your caster level for any arcane spell or infusion that you cast while this rune is active. Even if the duration of the spell or infusion extends beyond the time the rune is active, this caster level increase still applies.

Rune of Warding: At 5th level, you carve the final rune of the spellcarved into your plating, granting you damage reduction 5/magic when it is active. This neither stacks with nor overlaps any damage reduction you might already have, but applies normally to any attack with a nonmagical weapon. For example, if you have the Adamantine Body feat (granting you damage reduction 2/adamantine), you reduce the damage from nonmagical weapons (including nonmagical adamantine weapons) by 5, and reduce the damage from magic weapons that are not adamantine by 2. Attacks by magic adamantine weapons deal full damage to you.

Code of Conduct: Spellcarved soldiers follow a simple code of conduct that requires that they treat one another honorably and not harm members of House

Spellcarved runes

Illus. by J. James

Cannith unless directly attacked. Spellcarved soldiers might fight one another, but such combat must be preceded by a personal and formal acknowledgement of enmity followed by a day of truce (though spellcarved soldiers on opposite sides of a declared war are released from this obligation). Otherwise, spellcarved soldiers are required by pledge to treat one another fairly and according to local laws, rendering aid if possible.

While all spellcarved soldiers make this pledge upon receiving their training, they are bound to it by nothing but their word. Many follow the code to varying degrees and with a fair amount of interpretation. Spellcarved soldiers who break the code risk losing face with their fellows, and might receive declarations of enmity from other spellcarved who learn of their actions and take offense. Though it happens infrequently, those who adopt the pretense of being a spellcarved soldier without actually being members of the class can expect the enmity of the whole federation and of other warforged who respect the federation's ideals and actions.

PLAYING A SPELLCARVED SOLDIER

Your training as a spellcarved soldier sets you apart from all other warforged. You have become a member of a brotherhood with a long and distinguished history of service in nearly every army of Khorvaire. Although you might no longer be a member of a standing army, you remain a formidable warrior and consider yourself a soldier.

Unlike some warforged, you hold your race's martial past in high esteem. Although you enjoy your current lifestyle, you know that war is your true calling. When the trumpets sound on the battlefield, you are sure to be there, ready to lend your strength and even your life to a just cause.

Spellcarved soldiers are spread across the continent of Khorvaire, working in a variety of martial professions and rarely gathering in groups of more than a dozen. The number of spellcarved soldiers is slowly growing, though, with individual spellcarved imparting their knowledge to warforged whom they deem ready and worthy.

When a spellcarved soldier meets other warforged, he often declares his affiliation with the federation, including the name of the reforged who took his pledge and inducted him into their ranks. Such an introduction serves to inform other warforged of his honorable outlook and strength, but also tells any other spellcarved soldiers he might encounter that they can gain the aid and protection granted by mutual oath.

Concealing membership from another member is considered as bad a breach of honor as attacking another spellcarved soldier without a declaration of enmity.

Illus. by F. James

Graven, a spellcarved soldier

Combat

Spellcarved soldiers rely on magic for much of their martial might. They often travel in the company of artificers or other spellcasters in order to benefit from the magic those companions can cast and create. Spellcarved soldiers who declare enmity often use the day of truce to enhance their forms with magic.

As a spellcarved soldier, you prefer to have time to prepare for combat and gain magic that can help you in the coming fight. When you're unable to prepare, it's often best for you to guard spellcasters for a few rounds while they cast magic upon you. You can then take the fight to your enemies with confidence that your magic will not run out or be dispelled before your foes are dealt with.

Advancement

To become a spellcarved soldier, you must first show a mentor that you are worthy and have already taken your first steps on the path to acceptance of magic, primarily by your feat choices and investment in the Spellcraft skill. Formidable combat ability and basic knowledge of spellcasting are the hallmarks of your preparedness.

A spellcarved soldier who sees these aspects of your character might then take your oath to the federation and train you in the order's ways.

Training often takes a few weeks of meditation and introspection, with an artificer or another spellcaster testing your progress as they show you how spells interact with your warforged form. Once this training is complete, a spellcarved soldier rarely needs to return to a tutor for further instruction.

Resources

As a spellcarved soldier, you can expect aid from other spellcarved soldiers with whom you have not declared enmity. A spellcarved soldier is not required by his oath to give you any aid that would be considered unlawful, but most consider the oath more important than the laws of the land. They would be unlikely to automatically turn you in to the authorities should you run afoul of local regulations. What manner of assistance a spellcarved soldier must grant is not clear from the oath that created the federation, but if other spellcarved learn that one of their fellows gave too little aid, that spellcarved might find himself declared an enemy by other spellcarved soldiers he meets.

SPELLCARVED SOLDIERS IN THE WORLD

"I fought one once. A terrible fellow, bristling with spells and magic. That's how I lost my arm."

—Ridden Favor, airship pirate

Spellcarved soldiers offer a unique opportunity to introduce elements of the Last War into a campaign and create a knighthood of sorts among the warforged population.

Organization

Spellcarved soldiers have no official leader, and consider each other peers of equal rank. Their loose federation is bound together by word of mouth, with spellcarved who meet each other sharing news of themselves and what they know of other members.

Discipline among the spellcarved comes from self-censure and the threat of gaining the enmity of other members. There has been too little time since the end of the war for the federation to experience any serious schism, but the looseness of the organization and the lack of clear authority is sure to lead to difficulty should enough spellcarved ever agree on one particular interpretation of the oath they swear.

NPC Reactions

Spellcarved soldiers have a reputation as deadly warriors. Common folk often attach a great deal of mysticism to the spellcarved, with the federation spoken of as a secret cult of magic among the warforged. For the most part, the dangerous occupations many spellcarved pursue only lend credence to this view. Spellcasters and those familiar with the exploits of the spellcarved on the battlefield tend to have an understanding that more closely reflects the truth.

Spellcarved soldiers have no enemies as a group, but their reputations and their continued martial activities tend to make folk more prejudiced against them than against normal warforged. The average person who learns a warforged is spellcarved rarely has an initial reaction better than indifferent. Spellcarved make enemies among their own kind primarily by passing along the names of those spellcarved who have broken their oath in some manner.

House Cannith is marginally connected to the federation due to a nonaggression pact that acknowledges the debt owed to them by the spellcarved. However, some members of the house are rancorous about the federation's decision not to ally itself more closely with the house's aims. Members of House Cannith are instructed in the ways of the spellcarved soldiers and their oath, but are warned not to exploit it.

SPELLCARVED SOLDIER LORE

Characters with ranks in Knowledge (history) or Knowledge (local) concerning a community that includes a significant warforged population can research the spellcarved soldiers to learn more about them. Warforged with any of the Five Nations as their home region gain a +5 bonus on the Knowledge checks listed here and can make such checks (regarding only the spellcarved soldiers) untrained. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: "In the Last War, units of spellcarved soldiers fought on all sides. They were a terror on the battlefield. After the War, they banded together and formed a secret cult dedicated to the mastery of magic."

DC 15: "The spellcarved soldiers were brought together in Breland by House Cannith after the war. Once brought together, they swore an oath not to harm the house and to aid one another. They are marked by protective runes on their bodies."

DC 20: "Spellcarved soldiers have only a loose federation, and they police themselves. Spellcarved soldiers cannot fight one another without first declaring enmity and waiting a day. Their oath prevents them from attacking members of House Cannith without first being attacked."

DC 30: "The spellcarved soldiers' runes make magic cast upon them last longer and more difficult to dispel. They can also gain resistance to nonmagical weapons."

SPELLCARVED SOLDIERS IN THE GAME

Player characters might hear of spellcarved soldiers or know of them due to their exploits during the Last War. Although many warforged are spellcarved, they are spread across Eberron to such an extent that a new warforged NPC introducing himself is a relatively easy way to introduce players to the concept.

Adaptation

The spellcarved soldier prestige class can be modified to virtually any scenario connecting spellcasters and the warforged, with spellcarved acting as servants to powerful artificers or sorcerers and training under their masters, for example. Alternatively, spellcarved soldiers could be more closely tied to House Cannith, perhaps even existing as a force indentured to that house.

Encounters

Combat encounters with spellcarved soldiers often involve the aid of an allied spellcaster—most commonly an artificer, though a wizard or cleric can also make a formidable companion.

EL 12: Graven is an EL 11 encounter by himself, but he's rarely out of calling distance of his ally and friend Ridden Favor, a 9th-level half-elf artificer and member of House Lyrandar. The two of them are airship pirates and are likely to be encountered if the PCs are traveling by way of the Zilargo vessels. Graven is notorious in several nations, and many houses have placed a bounty on his head.

Along with Ridden, Graven acted as a privateer in the service of Breland during the Last War. Unsure of what to do with his life afterward, he allowed the artificer to talk him into continuing their former activities. Graven knows that many other spellcarved consider him an enemy. When enmity is declared against him, he uses the day of truce to put as much air between himself and his foes as possible.

As far as pirates go, Graven tends to be an honorable sort, rarely using trickery to take other vessels and treating their crew well so long as they offer no serious resistance. Ridden is his lieutenant, but he tends to cast his spells on Graven before battle and then stay out of sight. Graven sometimes sends Ridden into cities to learn the shipping routes of choice cargo being transported by air or by caravan, and on such missions, Ridden usually adopts some outlandish cover using his *hat of disguise.*

Graven: Male personality warforged artificer 1/fighter 6/spellcarved soldier 4; CR 11; Medium construct (living construct); HD 1d6+3 plus 10d10+30; hp 94; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +10; Grp +16; Atk +18 melee (2d4+12 plus 1d6 cold/18–20, *+1 frost falchion*) or +12 ranged (1d8+7, *+1 composite longbow* [+6 Str bonus]); Full Atk +18/+13 melee (2d4+12 plus 1d6 cold/18–20, *+1frost falchion*) or +12/+7 ranged (1d8+7, *+1 composite longbow* [+6 Str bonus]); SA infusions; SQ damage reduction 2/adamantine, living construct traits, spellcarved runes (extension, resistance, fortification, archmage); AL N; SV Fort +12, Ref +4, Will +7; Str 22, Dex 12, Con 17, Int 11, Wis 8, Cha 9.

Skills and Feats: Climb +5, Craft (sculpting) +4, Intimidate +7, Jump +1, Knowledge (arcana) +4, Spellcraft +4 (+6 scrolls), Use Magic Device +12; Adamantine Body, Cleave, Improved Bull Rush, Improved Resiliency*, Power Attack, Scribe Scroll, Silver Tracery*, Weapon Focus (falchion), Weapon Specialization (falchion).

* New feats described in Chapter 6.

Language: Common

Living Construct Traits: Immune to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, and energy drain. Subject to stunning, ability damage, and ability drain. Subject to spells that target either constructs or living creatures.

Spellcarved Runes (Su): Graven has the following magic runes engraved into the plating of his body, two of which can be active at any time. Activating a rune is a swift action, with each activation lasting 4 hours or until Graven deactivates the rune (a free action).

Rune of Extension: While this rune is active, Graven can double the duration of a single spell or infusion placed upon himself, with the DC of dispel checks against that spell or infusion increased by +5.

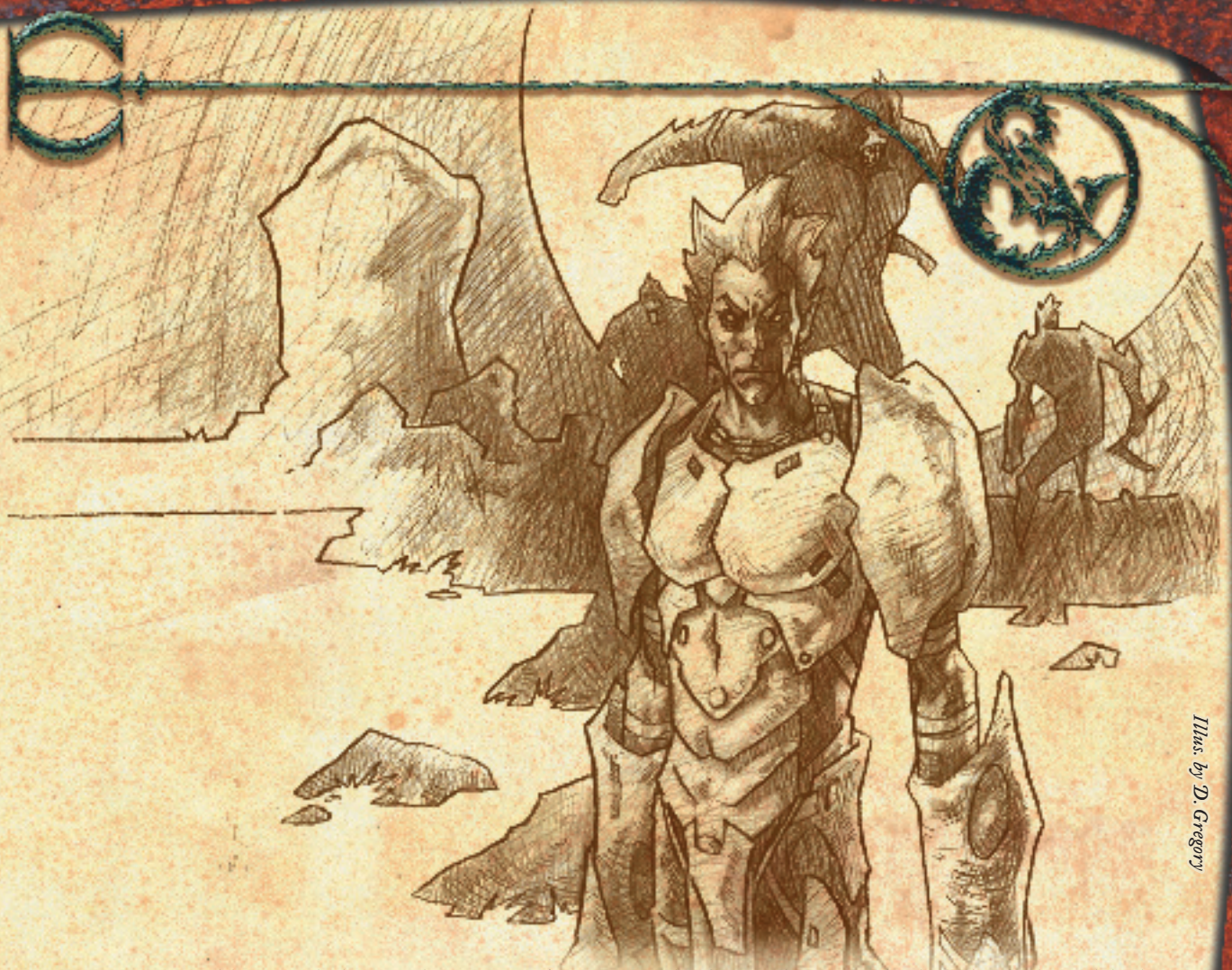
Rune of Resistance: While this rune is active, it grants Graven a +2 bonus on saving throws against mind-affecting spells and abilities, and against harmful spells or effects that target his composite plating.

Rune of Fortification: While this rune is active, Graven is immune to extra damage from critical hits or sneak attacks.

Rune of the Archmage: While this rune is active, Graven can benefit from the effects of up to three magic rings worn on his fingers, and from wearing magic robes. In addition, he adds four to his caster level for any spell or infusion he casts while this rune is active.

Artificer Infusions (2 per day; caster level 1st): 1st—all.

Possessions: +1 frost falchion, +1 composite longbow (+6 Str bonus), *gauntlets of ogre power, wand of repair light damage.*



Illus. by D. Gregory

In a world rife with danger, the races of Eberron have had to bend both magical and mundane forces to their use. Members of every civilized race face the depredations of monsters, the aftermath of the Last War, and uncountable other challenges that come their way each day. From newly trained warforged learning to augment their magically created bodies to elf cavalry reclaiming the lands of their ancient ancestors, the races of Eberron constantly strive to build better tools and better equipment. Driven to overcome the deadly threats they face in the course of their travels, adventurers are the heart of the traffic in Eberron's most powerful and valuable items.

ARMOR

In general, the races of Eberron use traditional armor types as described in the *Player's Handbook*. The drow of Xen'drik, however, display their cultural connection to the scorpion by way of a unique form of armor.

SCORPION ARMOR

The drow of Xen'drik have perfected a method of harvesting chitin plates from monstrous scorpions, which are then finished with cloth and hide to create lightweight suits of armor. Two forms of such armor exist:

Chitin Armor: This consists of a few chitin plates protecting the shoulders, head, and abdomen, supplemented by bone at the forearm and shin.

Scorpion Breastplate: This resembles chitin armor, but adds a sturdy breastplate crafted from a monstrous scorpion's abdominal carapace and a helmet assembled from chitin plates.

EXOTIC WEAPONS

Many of the races of Eberron build and use weapons particularly suited to their cultures and talents.

Knife, Drow Long: The drow long knife is a slender blade resembling a short sword in length and weight, but balanced for throwing like a dagger or smaller blade. This design makes the weapon more difficult to wield than a normal dagger, but makes it far more deadly in the hands of a skilled user. The drow favor the long knife for its versatility in the running battles they fight through the jungles of Xen'drik. Because it

Armor

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight[1]
Light armor								
Chitin armor	20 gp	+2	+7	–1	5%	30 ft.	20 ft.	10 lb.
Medium armor								
Scorpion breastplate	300 gp	+4	+4	–3	20%	20 ft.	15 ft.	20 lb.

1 Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

inflicts more grievous wounds than a dagger but can still be thrown, many drow also favor it as an off-hand weapon (often wielding matched long knives).

Most drow who wield the drow long knife will take the Drow Skirmisher feat (see page 109), but other characters who take Exotic Weapon Proficiency (drow long knife) can apply the benefit of Weapon Focus (dagger) or Weapon Specialization (dagger) to their attacks with a drow long knife.

Chain, Drow Scorpion: A drow scorpion chain resembles a regular spiked chain in many respects, but is both slightly longer than a normal spiked chain and features a daggerlike blade at each end. The drow of Xen'drik have perfected the use of this weapon to harass larger enemies such as giants, or as a poison-delivery system against less hearty foes. The weapon takes its name from the technique of holding a length of chain behind the back and then flipping it over the head to strike a foe; drow warriors often open combat with this maneuver.

A drow scorpion chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

Because the chain can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

When using a drow scorpion chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

You can use the Weapon Finesse feat (page 102 of the *Player's Handbook*) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a drow scorpion chain sized for you, even though it isn't a light weapon.

Most drow who wield the drow scorpion chain will take the Drow Skirmisher feat (see page 109), but other characters who take Exotic Weapon Proficiency, Weapon Focus, or Weapon Specialization for either the spiked chain or drow scorpion chain may apply the effects of those feats to attacks with either weapon.

Ribbonweave: This weapon appears to be a short cane or walking stick carved with abstract designs that give it a variety of weird protrusions and handholds. In its normal form, the ribbonweave functions as a club, but it features a catch that can be triggered as a free action, releasing a flexible sharp-edged metal ribbon from the end of the stick.

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier on attack rolls with a ribbonweave sized for you, even though it isn't a light weapon. You can't wield a ribbonweave in two hands in order to apply 1-1/2 times your Strength bonus to damage rolls.

Ribbonweaves are popular among changelings because they are easily concealed. A DC 18 Search check is required to determine that the ribbonweave is a weapon.

WONDROUS ITEMS

Some of the magic items described here work only for members of a certain race, or enhance a race's specific abilities.

Burglar's Vest: Similar to a *robe of useful items*, this garment appears to be an ordinary, multi-pocket vest, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round, at which

Weapons

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type
Light Melee Weapons							
Drow long knife	15 gp	1d4	1d6	19–20/×2	10 ft.	2 lb.	Piercing
One-Handed Melee Weapons							
Ribbonweave	70 gp	1d6	1d8	19–20/×2	—	3 lb.	Slashing
Two-Handed Melee Weapons							
Drow Scorpion Chain[2]	25 gp	1d4	1d6	19–20/×2	—	12 lb.	Slashing

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2 Reach weapon.

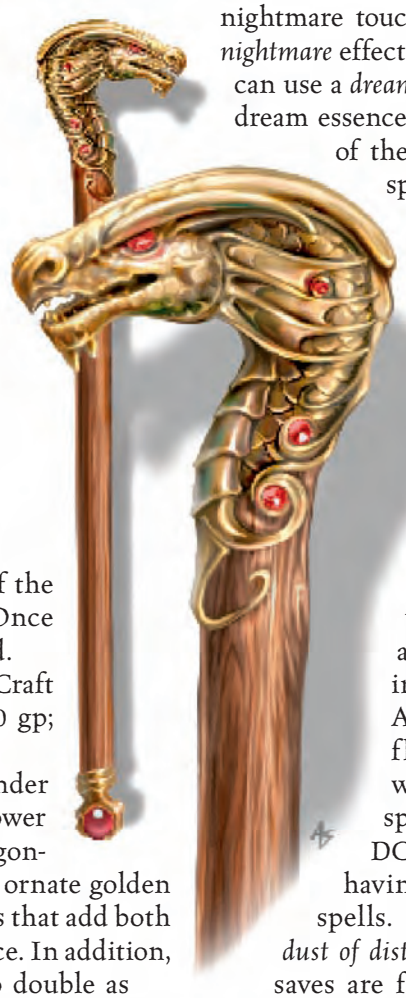
point it becomes an actual item as indicated below. A newly created *burglar's vest* always has two each of the following patches:

- Antitoxin (vial)
- Backpack (empty)
- Caltrops
- Chest (empty)
- Crowbar
- Flint and steel
- Grappling hook
- Magnifying glass
- Masterwork thieves' tools
- Silk rope (50-foot coil)
- Smokestick (activated)
- Tanglefoot bag
- Thunderstone
- Tindertwig (lit)

See Goods and Services, page 126 of the *Player's Handbook* for item details. Once removed, a patch cannot be replaced.

Moderate transmutation; CL 9th; Craft Wondrous Item, *fabricate*; Price 5,000 gp; Weight 1 lb.

Dragonmark Scepter: This slender wooden scepter holds within it the power to enhance the innate magic of a dragonmark. The scepter is topped with an ornate golden dragon's head inset with small rubies that add both value and beauty to its simple elegance. In addition, the scepter is often long enough to double as a cane.



Dragonmark scepter

Dragons take an unusual and inconsistent view of these scepters because of their interaction with dragonmarks. A small number of dragons feel that these scepters have the ability to influence the dragon Prophecy. These dragons read great meaning into the use of dragonmarks, not just the existence of the mark itself. Depending on the dragon's specific interpretation of the Prophecy, it might be motivated to encourage or discourage the creation of dragonmark scepters, or even actively seek out and destroy the scepters to prevent them from being used at all.

A dragonmarked character holding the scepter can use the spell-like ability granted by his Least Dragonmark feat one additional time per day.

Strong transmutation; CL 15th; Craft Wondrous Item, Least Dragonmark; Price 1,000 gp; Weight 1 lb.

Dream Siphon: This device looks like a small tube of grayish metal, wrought on one side with images of sleeping faces and on the other with the same faces contorted into visages of horror. The *dream siphon* was created to enhance the effect of a quori nightmare's nightmare touch ability. A character who sends a *nightmare* effect to a target creature that fails its save can use a *dream siphon* to steal some of the victim's dream essence. Doing this adds +1 to the save DC of the quori nightmare's psionics, spells, spell-like abilities, and supernatural abilities when used against the target creature, and grants a +1 bonus on opposed skill checks made against that specific creature. A *dream siphon* can hold the essence of only one victim at a time.

Moderate necromancy; CL 9th; Craft Wondrous Item, *nightmare touch* ability, creator must be a kalashtar quori nightmare or an Inspired; Price 2,000 gp.

Dust of Disturbance: Sometimes called *insomnia sand*, this powder appears to be a very fine dust of iridescent black and gray particles. A single handful of this substance flung into the air coats creatures within a 10-foot radius. Creatures sprinkled with the dust must make a DC 17 Will save or be prevented from having restful sleep and regaining arcane spells. The day after being coated with *dust of disturbance*, creatures that failed their saves are fatigued; on subsequent days, they are exhausted. A *remove curse* or *dispel evil* spell ends the effect.

Dust of disturbance is typically found in thin blow tubes sealed with wax.

Moderate necromancy; CL 9th; Craft Wondrous Item, *nightmare*; Price 4,500 gp.

Robe of Professions: Coveted by the urban quick-change artist, a *robe of professions* is an ordinary-looking garment with several small icons embroidered on the inside of the collar and cuffs, noticeable only by the wearer. As a standard action, the wearer can pluck one of these embroidered swatches, causing the robe to change into garb typical of a particular profession and produce suitable props that generally appear in the wearer's hands. (If the wearer's hands are full, the props appear at her feet.) This change grants a +5 bonus on Disguise checks.

The wearer can will the robe to resume its normal appearance as a standard action, but the props it creates remain. A newly created robe has two each of the following icons:

Illus. by A. Stokes

Icon	Outfit	Props
Adventurer	Travel-stained, worn clothes	Backpack (empty), bedroll
Baker	Flour-dusted kitchen garb	Basket of fragrant rolls
Beggar	Dirty, patched clothes	Chipped alms bowl
Blacksmith	Soot-stained work clothes, leather apron	Insulated gloves and tongs
Butler	Dress livery	Silver salver (worth 20 gp)
Guard	Generic uniform	Signal whistle (worth 5 gp)
Messenger	Modest uniform	Rolled-up parchment containing a note (written in Common) accepting an invitation, sealed with wax emblem
Noble, female	Lace-trimmed dress	Fan, bouquet of flowers
Noble, male	Embroidered doublet, hose	Hat, signet ring (worth 5 gp)
Rug merchant	Colorful woven robes	Three rugs (worth 50 gp each) on a donkey that appears next to the wearer
Server	Homespun shirt and breeches	Serving tray with four pewter tankards filled with ale

Illus. by E. Deschamps

Moderate transmutation; CL 9th; Craft Wondrous Item, *fabricate*; Price 5,000 gp; Weight 1 lb.

Shifter Clawbracers: This finely crafted set of leather and hide bracers is embellished with intricate design work. Although magic, the bracers do nothing until worn by a shifter with the razorclaw trait. While shifting, the wearer of the bracers gains a +1 enhancement bonus on attack and damage rolls with his claw attacks.

Minor transmutation; CL 5th; Craft Wondrous Item, *alter self*; Price 4,000 gp.

Shifter Braid: Shifter braids are small braided loops worn as headbands. Each is crafted of a different material and grants a different special ability to a shifter who activates the braid in the same round that he begins shifting (a swift action that does not provoke attacks of opportunity). The benefit granted by the braid lasts for as long as the character remains shifting unless stated otherwise, and a shifter braid is consumed once used. Shifter braids that function only for characters with a specific shifter trait or other ability offer no benefit to any other wearer.

Braid of Dire Shifting: When activated, this thin loop of braided leather increases the shifter by one size category, as if subject to an *enlarge person* spell.

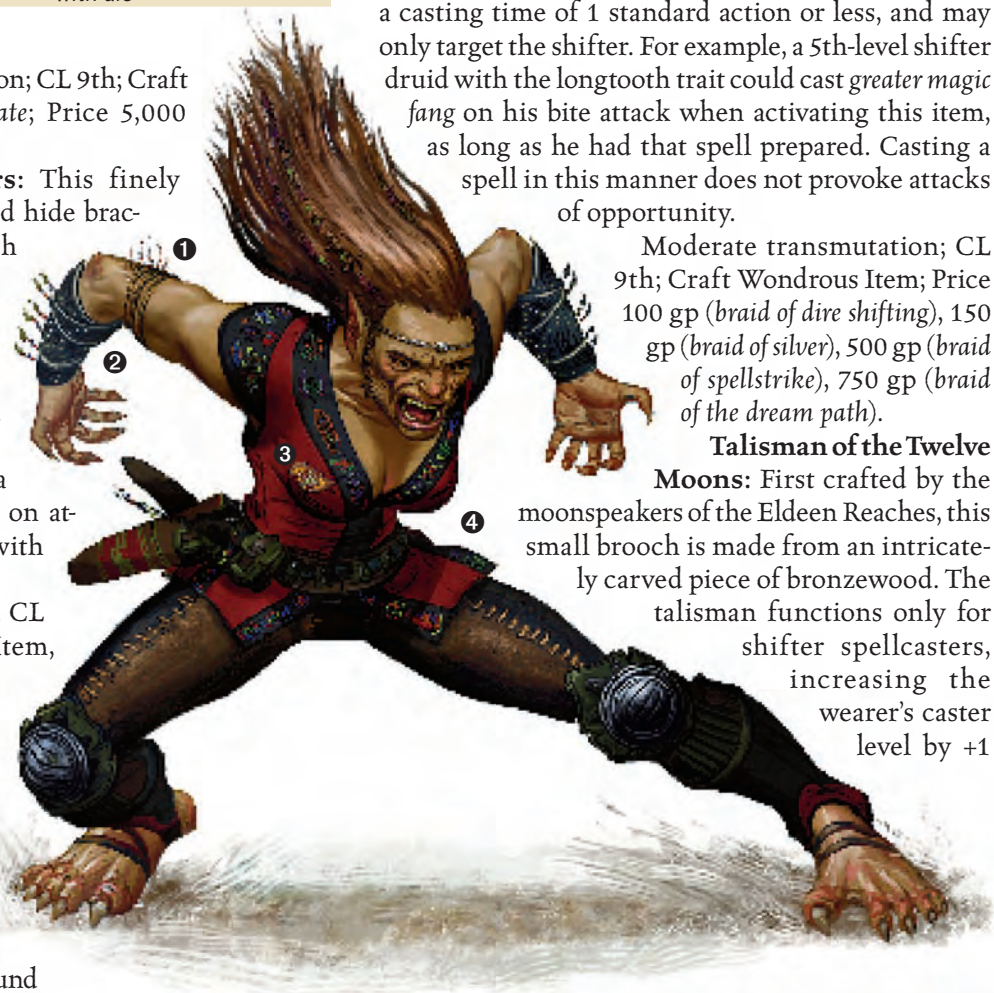
Braid of the Dream Path: When activated, this thin loop of translucent silk renders the shifter ethereal for 1 round. This braid only functions for shifters with the dreamsight trait.

Braid of Silver: When activated, this thin loop of braided silver wire allows the shifter's natural weapons to be treated as silver weapons for the purpose of overcoming damage reduction.

Braid of Spellstrike: When activated, this thin loop of braided treebark allows the shifter to cast one of his prepared divine spells as part of the same swift action that activates the braid. Any spell cast in this manner must be no higher than 3rd level, must have a casting time of 1 standard action or less, and may only target the shifter. For example, a 5th-level shifter druid with the longtooth trait could cast *greater magic fang* on his bite attack when activating this item, as long as he had that spell prepared. Casting a spell in this manner does not provoke attacks of opportunity.

Moderate transmutation; CL 9th; Craft Wondrous Item; Price 100 gp (*braid of dire shifting*), 150 gp (*braid of silver*), 500 gp (*braid of spellstrike*), 750 gp (*braid of the dream path*).

Talisman of the Twelve Moons: First crafted by the moonspeakers of the Eldeen Reaches, this small brooch is made from an intricately carved piece of bronzewood. The talisman functions only for shifter spellcasters, increasing the wearer's caster level by +1



Shifter braid (1); shifter clawbracers (2); talisman of the twelve moons (3); vestment of many styles (4)

while outdoors at night. If the caster also has use of the wild shape ability, this bonus increases to +2 for any spells she can cast while in animal form.

Moderate transmutation; CL 7th; Craft Wondrous Item, wild shape ability; Price 4,500 gp.

Vestment of Many Styles: This suit of clothes transforms itself into different fabrics and designs, allowing the wearer to alter her outward appearance with a command word. The vestment grants a +2 circumstance bonus on Disguise checks in any situations where clothing is part of the disguise (so that it wouldn't help disguise a sorcerer who had *shapechanged* into a red dragon, for example), but does not change or disguise any armor worn.

Moderate transmutation; CL 9th; Craft Wondrous Item, creator must be a changeling; Price 500 gp.

UNIVERSAL ITEMS

Eberron campaigns that make use of the rules in the *Expanded Psionics Handbook* can also make use of these new psionic items.

Pendant of Joy: This teardrop-shaped amulet is made of blue-green crystal and charged with the emotion of joy. As long as it is worn by a character with at least one power point, it subtly reaches out to nearby minds, touching them with feelings of pleasure and contentment. All creatures within 30 feet (including the wearer) receive a +5 morale bonus on Diplomacy checks.

Moderate telepathy; ML 5th; Craft Universal Item, *telempathic projection*; Price: 5,000 gp.

Mind Blade Gauntlet: A *mind blade gauntlet* is an opalescent glove that serves as a channel for the inner power of a kalashtar or Inspired soulknife, allowing the wielder to enhance the power of his mind blade. Each *mind blade gauntlet* is crafted with a particular weapon special ability (such as *keen*) that can be used by a kalashtar or Inspired soulknife with the mind blade enhancement class feature (see the Soulknife class description, page 26 of the *Expanded Psionics Handbook*). When the soulknife expends his psionic focus while manifesting his mind blade through the *mind blade gauntlet*, the weapon gains the weapon special ability designated by the gauntlet. This effect lasts for 1 minute.

If a soulknife splits his mind blade into two matching blades, the effect only applies to the mind blade manifested through the *mind blade gauntlet* (though two gauntlets can be worn simultaneously, allowing an effect to be applied to each mind blade).

The price of a *mind blade gauntlet* depends on the base price modifier of the weapon special ability imbued into it.

Moderate metacreativity; ML 5th; Craft Psionic Arms and Armor, mind blade ability, creator must be a kalashtar or an Inspired; Price: 22,000 gp (+1 base price modifier), 48,000 gp (+2 base price modifier), 78,000 gp (+3 base price modifier).

WARFORGED COMPONENTS

The warforged are living constructs, creations of magic not entirely dissimilar to magic items themselves. A warforged character can incorporate special magic items—from weapons and armor to rings and rods—called components, into its own partially living, partially constructed form.

While theoretically any item can be crafted for this purpose, certain objects are specifically designed for use by warforged characters. A bonded item can either be embedded into the body of a warforged or attached to a limb. House Cannith created some of these during the Last War.

Others are more recent creations of the Lord of Blades or the warforged of the Mournland. Strangest of all are the components that have been recovered from Xen'drik—suggesting the use of creatures much like the warforged among the ancient civilizations of that devastated land.

EMBEDDING OR ATTACHING A WARFORGED COMPONENT

Any character capable of creating a magic item can make the same magic item as a warforged component, and any warforged character capable of using a magic item can use the same item as a warforged component. Warforged components use the special rules given below, and otherwise conform to the normal rules for creating and using magic items.

A warforged component usually occupies the same space on the body that a magic item of the same kind normally would. Components that do not occupy any space on the body cost twice what they would cost as ordinary magic items. These components only work when bonded to the body of a warforged; they are not usable by members of any other race.

There is no chance of damaging an embedded warforged component when the warforged rolls a 1 on a saving throw, and an embedded component cannot be targeted by an attack independently of the warforged who bears it. Attached components, however, can be damaged and targeted.

If a warforged component requires activation, the character with the component can activate it with a thought. Doing this requires the same kind of action as for an ordinary magic item (usually a standard

action), but the warforged can do it silently and without moving, and never provokes an attack of opportunity to activate a component.

Attaching or detaching a warforged component is a standard action that never provokes an attack of opportunity.

If a warforged character has at least 1 hit point, embedded or attached components cannot be removed unless the warforged wants them to be. A disabled warforged (–1 to –9 hp) has no choice in the matter; embedded or attached components can be removed from a disabled warforged. If a warforged is destroyed (–10 hit points), each component gets an appropriate saving throw to remain intact; intact components can be salvaged.

BASIC COMPONENTS

Basic components are ordinary magic items modified to serve as warforged components, or specially designed components with no unusual characteristics.

Command Circlet (attached component): Once granted by Breland to warforged who exhibited extreme bravery and excellent strategic acumen, the *command circlet* was an honorific reward often accompanied by an increase in rank. This gold band fits easily over the brow of a warforged, fusing there and occupying space on the body as a magic helm. Only two dozen were originally made, but since the Last War, those few have been joined by *command circlets* created by the warforged of the Mournland.

A warforged wearing a command circlet can telepathically speak to any other warforged within 100 feet as a free action (though the circlet does not grant the ability to hear mental replies). The wearer must be able to see the warforged that he wishes to speak to; if multiple warforged are in range, the wearer may speak to them all at the same time or deliver different messages to individuals or groups as time allows. In addition, once per day, the circlet can be used to cast *remove fear* upon up to ten warforged within 30 feet of the wearer (including the wearer, if desired).

Faint divination; CL 5th; Craft Wondrous Item, *detect thoughts, remove fear*; Price 12,500 gp; Weight 2 lb.

Essence of the Guard (embedded component): This dull coppery disk bears symbols representing watchfulness. When embedded in a warforged, it occupies space on the body as an amulet, granting the character a +5 competence bonus on Listen and Spot checks.

Faint divination; CL 5th; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 6,250 gp.

Essence of the Guard, Improved (embedded component): As *essence of the guard*, except that it grants a +10 competence bonus on Listen and Spot checks.

Faint divination; CL 5th; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 25,000 gp.

Essence of the Guard, Greater (embedded component): As *essence of the guard*, except that it grants a +15 competence bonus on Listen and Spot checks.

Faint divination; CL 5th; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 56,250 gp.

Tracker Mask (attached component): Crafted to fit above the mouth of a warforged, this thin mask is a peaked band of silvery metal with ventlike structures that fall under the eyes when worn. Originally created for use by warforged reconnaissance troops, the *tracker mask* grants its wearer the scent ability (see page 314 of the *Monster Manual*). However, many warforged covet this item because it gives them the ability to smell all scents, not merely those of a creature being tracked.

The mask occupies space on the body as goggles and fuses with the wearer's face when donned, forming a nose ridge with the slatted vents on either side.

Faint divination; CL 5th; Craft Wondrous Item, *owl's wisdom*; Price 18,000 gp; Weight 1 lb.

Traction Claws (attached component): This magic item consists of a set of large metal crampons and cumbersome clawed gauntlets, all four of which must be worn to function. The items occupy space on the body as a pair of gloves and a pair of boots, but when a warforged attaches them, they fuse with his armor and retract until needed. A warforged wearing these magic items gains a +5 competence bonus on Climb checks to climb a surface (but not to climb a rope) and a +5 competence bonus on Balance checks on slippery surfaces (such as ice or an area coated by a *grease* spell).

Faint transmutation; CL 5th; Craft Wondrous Item, *bull's strength, cat's grace*; Price 4,000 gp; Weight 10 lb.

ARTIFACT COMPONENTS

Explorations of the mysterious continent of Xen'drik have resulted in the discovery of warforged components of great power. The docents are the most well-known of these, but even more powerful items, such as the circlet of preservation and the tauric belt, lend credence to the belief that beings much like the warforged existed on Xen'drik during the time of the giants. The magic of the current age lacks the power to create such artifacts, making these items equally valuable to warforged and to spellcasters wishing to learn the secrets of their great power.

Dragonshard Core (embedded component): Discovered by accident in giant ruins deep in the heart

of Xen'drik, the dragonshard core is thought to be a unique item. An adventurer warforged named Shear came upon the item while fighting an enraged storm giant, embedding the dragonshard core with the last of his strength and using its powers to save his companions. The powers of the item were demonstrated many more times during Shear's journey back to the coast with his party, but in a particularly pitched battle against a monstrous creature (unknown even to the scholars of Morgrave University), Shear held off attack so that his companions could escape. Despite several search missions, neither he nor the dragonshard core have been seen since.

The dragonshard core consists of three 6-inch-long, spindle-shaped dragonshards, one of each of the three types (Siberys, Eberron, and Khyber). Each shard has its tip driven into a round-cut diamond about the size of a thumb, with a ring of adamantine holding them in place. When Shear discovered the item, he clutched it against his chest, whereupon it imbedded itself by sinking into his body.

Command circlet (1); tracker mask (2); essence of the guard (3); winged cape (4)

Illus. by E. Deschamps

The dragonshard core has three sets of effects, each associated with the powers of one of its three dragonshards. Once per day as a standard action, the warforged who has embedded it may choose which set of powers it uses. If he does not decide to switch powers, the dragonshard core continues using the powers chosen on the previous day. The item's powers cannot be switched more than once per day, even if the dragonshard core is removed and replaced.

Scholars who spoke to the adventurers who accompanied Shear believe that the dragonshard core has an even greater power combining the affinities of all three types of dragonshards, but debate rages as to what this effect might be.

Eberron: The user of the dragonshard core gains spell resistance 25. In addition, healing spells cast upon him have full effect, and any repair spell repairs twice the normal damage.

Khyber: Any spell with an elemental descriptor (air, earth, fire, or water) subject to spell resistance fails to affect the warforged unless he wishes it to. Additionally, the warforged gains immunity to fire and cold damage, and gains a fly speed of 30 feet (perfect maneuverability) and a burrow speed of 30 feet.

Siberys: The warforged senses the presence of any dragonmarked creatures within 100 feet, and is aware of which squares they occupy (though such creatures still have cover if the warforged cannot see them). With a DC 15 Wisdom check, the warforged also knows the relative strength of each dragonmark detected (least, lesser, greater, or Siberys). Aberrant dragonmarks are also detected by this power, but will appear to be least dragonmarks with no hint as to their aberrant nature. A failed check can be retried after 1 minute.

In addition, the warforged can create an effect identical to an *antimagic field* about himself that protects him from the dragonmark powers of dragonmarked individuals. This field extends out to 100 feet, and can be manifested at will.

Strong (all schools); CL 20th; Weight 10 lb.

Winged Cape (attached component): This item consists of two large adamantine-edged mithral plates attached to a shoulder harness. When the wings are attached, a warforged gains a fly speed of 120 feet with perfect maneuverability. In addition, the warforged gains the ability to make two wing buffet attacks, even when flying. Each wing attack is a secondary attack

dealing 1d10 points of bludgeoning damage, with such attacks treated as adamantine weapons for the purpose of overcoming damage reduction.

Many winged capes have been found, all bearing one of three designs engraved into their plates: interweaving snake coils without heads or tails, feathers like great wings, or starbursts inlaid with gold. What these designs signify is unknown.

Strong transmutation; CL 20th; Weight 30 lb.

MINOR ARTIFACTS

Minor artifacts are not necessarily unique items. Even so, they are magic items that can no longer be created, at least by common mortal means.

Deck of Transformations: A *deck of transformations* appears similar to other magic decks of cards. It is usually stored in a lacquer box and contains a number of vellum cards engraved with glyphs, characters, and sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the character who drew it, for better or worse. A character may draw any number of cards from a *deck of transformations*, but at least one day must elapse between draws.

Each time a card is taken from the deck, it disappears. A full *deck of transformations* contains 39 cards, the effects of which are summarized on the accompanying table. Tarot cards may be used to simulate the magic cards, as indicated in the first column of the accompanying table. Cards in the tarot deck that appear in the table twice should be read according to whether they are drawn with the image oriented toward the viewer (listed simply by name) or with the image drawn upside down to the viewer (listed as "reversed"). If no tarot deck is available, substitute ordinary playing cards instead, as indicated in the second column.

If the summary of an effect lists a creature, the character drawing the card transforms permanently into a typical creature of that type (no saving throw), losing all current racial abilities and gaining all the racial abilities of the new creature.

If the summary of the effect lists a spell, the character is targeted with that spell but may make a saving throw at the listed DC to avoid its effect. All save DCs include a +5 bonus resulting from the powerful magic of the item.

Deck of Transformations

Tarot Card	Playing Card	Effect
Strength	K D	+1 inherent bonus to Str
The Hanged Man	K C	+1 inherent bonus to Dex
The Emperor	10 C	+1 inherent bonus to Con
The Magician	10 D	+1 inherent bonus to Int
The High Priestess	K S	+1 inherent bonus to Wis
The Empress	K H	+1 inherent bonus to Cha
Strength (reversed)	J D	1 point of Str drain
The Hanged Man (reversed)	J C	1 point of Dex drain
The Emperor (reversed)	10 S	1 point of Con drain
The Magician (reversed)	10 H	1 point of Int drain
The High Priestess (reversed)	J S	1 point of Wis drain
The Empress (reversed)	J H	1 point of Cha drain
The Fool	Joker (with trademark)	Changeling
Nine of pentacles	9 S	Dwarf
The Star	9 H	Elf
Nine of wands	9 C	Gnoll
Temperance	9 D	Gnome
Temperance (reversed)	8 S	Goblin
The Star (reversed)	8 H	Half-elf
Eight of wands	8 C	Half-orc
The World	8 D	Halfling
Seven of swords	7 S	Hobgoblin
Seven of cups	7 H	Human
The Hierophant	6 H	Kalashtar
Six of wands	6 C	Kobold
Five of swords	5 S	Lizardfolk
Five of wands	5 C	Orc
The Moon	Joker (without trademark)	Shifter
Justice	2 S	Horrid wilting (all creatures within 30 ft.; DC 27)
Death	A H	*Baleful polymorph* (DC 22; DM's choice of creature type)
The Tower (reversed)	A C	*Disintegrate* (DC 24)
The Tower	A S	*Flesh to stone* (DC 24)
Justice (reversed)	A D	Temporal stasis (DC 27)
The Sun	Q C	Gain low-light vision
The Sun (reversed)	Q S	Gain darkvision out to 60 feet
Wheel of Fortune	Q D	Become one size smaller (if Medium or larger) or one size larger (if Small or smaller)
The Lovers	Q H	Your gender changes
The Chariot	2 H	Your base land speed increases by 10 feet
The Chariot (reversed)	2 C	Your base land speed decreases by 10 feet

Illus. by R. Sook

From the specialized spells of the shifter druids to the infusions of new-made warforged artificers, the races of Eberron live and breathe the magic of their world. As kalashtar stretch their prodigious psionic powers to the limit to hold the Inspired at bay, changeling wizards use magic to augment their own considerable powers of disguise and deception.

This chapter presents an array of new spells, infusions, and psionic powers. As with the other chapters in this book, the material remains focused on the races unique to the EBERRON campaign setting, but provides options for characters of nearly any origin.

NEW ARTIFICER INFUSIONS

1ST-LEVEL ARTIFICER INFUSION

Natural Weapon Augmentation, Personal: One of your natural weapons gains special ability with +1 bonus market price modifier.

2ND-LEVEL ARTIFICER INFUSIONS

Construct Essence, Lesser: Grants a living construct qualities of the construct type.

Natural Weapon Augmentation, Lesser[M]**:** Natural weapon gains special ability with +1 bonus market price modifier.

Unseen Crafter: Invisible force obeys your command and can use the Craft skill.

3RD-LEVEL ARTIFICER INFUSION

Humanoid Essence, Lesser: Grants a construct the ability to accept healing magic.

4TH-LEVEL ARTIFICER INFUSIONS

Humanoid Essence: Imposes upon a construct some of the weakness of the humanoid type.

Natural Weapon Augmentation[M]**:** Natural weapon gains special ability with up to +3 bonus market price modifier.

5TH-LEVEL ARTIFICER INFUSIONS

Construct Essence: As *lesser construct essence*, but grants more qualities of the construct type.

Dominate Living Construct: As *dominate person*, but affecting a living construct.

Inflict Light Damage, Mass: Deals 1d8 damage +1/level to many constructs.
Repair Light Damage, Mass: Repairs 1d8 damage +1/level for many constructs.

6th-Level Artificer Infusions

Humanoid Essence, Greater: Gives a construct the humanoid type.
Inflict Moderate Damage, Mass: Deals 2d8 damage +1/level to many constructs.
Natural Weapon Augmentation, Greater[M]: Natural weapon gains special ability with up to +5 bonus market price modifier.
Repair Moderate Damage, Mass: Repairs 2d8 damage +1/level for many constructs.

New Bard Spells

2nd-Level Bard Spells

Insidious Insight: Gain insight bonus on Bluff, Diplomacy, Intimidate, and Sense Motive against affected creature.
Misrepresent Alignment[F]: Projects a false alignment for an object or creature.
Unseen Crafter: Invisible force obeys your command and can use the Craft skill.

4th-Level Bard Spell

Insidious Suggestion: *Suggestion* repeats over and over in creature's mind.

5th-Level Bard Spell

Unfettered Heroism: Spend more than one action point per round plus gain one free action point per round.

New Cleric Spells

1st-Level Cleric Spell

Touch of Jorasco: Touch heals up to 2 hp/level divided among multiple targets.

2nd-Level Cleric Spell

Unseen Crafter: Invisible force obeys your command and can use the Craft skill.

3rd-Level Cleric Spells

Furnace Within: Flame bursts from your body, deals 1d8/level damage in 10-ft. radius.
Humanoid Essence, Lesser: Grants a construct the ability to accept healing magic.
Irian's Light: Ranged touch attack heals 2d8 damage, +1 ray/four levels (max 3).
Misrepresent Alignment[F]: Projects a false alignment for an object or creature.

5th-Level Cleric Spell

Humanoid Essence: Imposes upon a construct some of the weakness of the humanoid type.

7th-Level Cleric Spell

Humanoid Essence, Greater: Gives a construct the humanoid type.

8th-Level Cleric Spells

Golem Immunity: Grants a construct the magic immunity special quality of a particular golem.
Illusion Purge: Dispels illusions within 5 ft./level.

New Cleric Domains

Transformation Domain

Deities: No deity includes the Transformation domain as part of its portfolio. Any creature with the shapechanger subtype that does not worship a specific deity may select this domain as one of its domain choices.

Granted Power: You cast transmutation spells at +1 caster level.

Transformation Domain Spells

1 **Enlarge Person:** Humanoid creature doubles in size.
2 **Alter Self:** Assume form of a similar creature.

Mindset Spells

Mindset is a new spell descriptor. In addition to the normal effect of a spell descriptor (defining how the spell interacts with other spells and elements of the game), mindset spells share a few common characteristics. Mindset spells can only be learned and cast by spellcasters that prepare one or more of their spells ahead of time. Spontaneous spellcasters such as sorcerers and bards can normally never learn a mindset spell unless some ability or feat (such as the Arcane Preparation feat in *Complete Arcane*) allows them to prepare spells the way a wizard or cleric does.

The arcane or divine energies inherent to the process of preparing a mindset spell have an effect on the minds or bodies of those who cast them. Such spells all have minor effects that last as long as they remain prepared.

Mindset spells can be from any school, but most are from the divination and enchantment schools.

3 **Gaseous Form:** Subject becomes insubstantial and can fly slowly.
4 **Involuntary Shapeshifting*:** If able to do so, target creature must change shape.
5 **Polymorph:** Gives one willing subject a new form.
6 **Baleful Polymorph:** Transforms subject into harmless animal.
7 **Doppelganger Transformation*[M]:** You gain physical and mental bonuses.
8 **Polymorph Any Object:** Changes any subject into anything else.
9 **Shapechange[F]:** Transforms you into any creature, and change forms once per round.
*Indicates a new spell described in this chapter.

TRUTH DOMAIN

Deities: Church of the Silver Flame, the Path of Light.

Granted Powers: You gain a bonus on Sense Motive checks equal to your cleric level. You cast divination spells at +1 caster level.

Truth Domain Spells

1 **Detect Thoughts:** Allows "listening" to surface thoughts.
2 **Zone of Truth:** Subjects within range cannot lie.
3 **See Invisibility:** Reveals invisible creatures or objects.
4 **Discern Lies:** Reveals deliberate falsehoods.
5 **True Seeing[M]:** Lets you see all things as they really are.
6 **Force Shapechange*:** Forces shapechangers into natural form.
7 **Illusion Purge*:** Dispels illusions within 5 ft./level.
8 **Discern Location:** Reveals exact location of creature or object.
9 **True Seeing, Mass*:** As true seeing, but affects multiple creatures.
*New spell described in this chapter.

NEW DRUID SPELLS

1ST-LEVEL DRUID SPELLS

Extend Shifting: Extend duration of shifting ability by 4 rounds.
Ride of the Valenar: Gain +5 bonus on Ride for 10 min./level.
Shifter Prowess: Shifter racial bonuses to skills increase by +8.

2ND-LEVEL DRUID SPELLS

Reachwalker's Wariness: Automatically locate aberrations within 30 ft.
Wild Instincts: You gain +10 bonus on Listen and Spot checks and retain Dex bonus to AC when flat-footed.

3RD-LEVEL DRUID SPELL

Enhanced Shifting: Gain bonuses depending on shifter characteristics.

SWIFT AND IMMEDIATE ACTIONS

The *Miniatures Handbook* introduced the concept of a new action type: the swift action. Likewise, the *Expanded Psionics Handbook* introduced another new action type: the immediate action. Some of the feats, spells, and items in *Races of Eberron* or future Dungeons & Dragons supplements will use these concepts. A description of how they work follows.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Swift actions usually involve magic or psionics, or the activation of magic or psionic items; many characters (especially those who don't use magic or psionics) never have an opportunity to take a swift action.

Casting a quickened spell or manifesting a quickened power is a swift action. In addition, casting any spell or manifesting any power with a casting time or manifesting time of 1 swift action (such as *earth hammer*) is a swift action.

Casting a spell or manifesting a power with a casting or manifesting time of 1 swift action does not provoke attacks of opportunity.

Immediate Action: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. Unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

4th-Level Druid Spell

Aspect of the Werebeast: Gain bonuses from hybrid animal form.

New Ranger Spells

1st-Level Ranger Spells

Extend Shifting: Extend duration of shifting ability by 4 rounds.

Ride of the Valenar: Gain +5 bonus on Ride for 10 min./level.

Shifter Prowess: Shifter racial bonuses to skills increase by +8.

2nd-Level Ranger Spell

Reachwalker's Wariness: Automatically locate aberrations within 30 ft.

3rd-Level Ranger Spell

Wild Instincts: You gain +10 bonus on Listen and Spot checks and retain Dex bonus to AC when flat-footed.

4th-Level Ranger Spell

Aspect of the Werebeast: Gain bonuses from hybrid animal form.

New Sorcerer/Wizard Spells

1st-Level Sorcerer/Wizard Spells

Trans **Extend Shifting:** Extend duration of shifting ability by 4 rounds.

Shifter Prowess: Shifter racial bonuses to skills increase by +8.

2nd-Level Sorcerer/Wizard Spells

Conj **Unseen Crafter:** Invisible force obeys your command and can use the Craft skill.

Div **Insidious Insight:** Gain insight bonus on Bluff, Diplomacy, Intimidate, and Sense Motive against affected creature.

Evoc **Furnace Within:** Flame bursts from your body, deals 1d8/level damage in 10-ft. radius.

Illus **Misrepresent Alignment**[F]: Projects a false alignment for an object or creature.

Trans **Construct Essence, Lesser:** Grants a living construct qualities of the construct type.

3rd-Level Sorcerer/Wizard Spells

Div **Discern Shapechanger**: Penetrates disguises and identifies shapechanging creatures.

Trans **Scorpion Tail:** Target grows a scorpion tail that strikes for 2d6 damage (plus Str modifier) and possibly stuns the target.

5th-Level Sorcerer/Wizard Spells

Ench **Insidious Suggestion:** *Suggestion* repeats over and over in creature's mind.

Trans **Construct Essence:** As *lesser construct essence*, but grants more qualities of the construct type.

Involuntary Shapeshifting: If able to do so, target creature must change shape.

Unfettered Heroism: Spend more than one action point per round plus gain one free action point per round.

8th-Level Sorcerer/Wizard Spells

Evoc **Illusion Purge:** Dispels illusions within 5 ft./level.

Trans **Golem Immunity:** Grants a construct the magic immunity special quality of a particular golem.

9th-Level Sorcerer/Wizard Spell

Trans **Construct Essence, Greater:** Grants a living construct all the benefits of the construct type.

New Spells and Infusions

The spells and infusions in this section are presented in alphabetical order except for those belonging to certain spell chains. When a spell's name begins with "lesser," "greater," "mass," or "personal", the spell description is alphabetized under the second word of the spell name instead. For instance, the spell *greater construct essence* is entered in the lists as *construct essence, greater* and its description can be found immediately following the description for *construct essence*.

Components: In addition to the standard components defined in the *Player's Handbook*, some of the spells in this book have a race as a special component. This notation indicates that the caster must be of a specific race in order to cast the spell. This requirement can't be overcome with Use Magic Device, but it can be met by a character who has physically changed his type and subtype to match the race's (such as a *polymorphed* character or a changeling with the Racial Emulation feat, page 110).

ASPECT OF THE WEREBEAST

Transmutation [Mindset]
Level: Druid 4, ranger 4
Components: V, S, shifter
Casting Time: 1 round
Range: Personal
Target: You
Duration: 1 round/level

When you cast this spell, you tap into your shifter nature to transform yourself into a hybrid of your natural form and a specific animal. This transformation resembles the hybrid forms of some lycanthropes, and grants similar bonuses and abilities. When you cast *aspect of the werebeast*, choose one of the animal forms listed below to determine your hybrid form.

Bear: You gain a +4 enhancement bonus to Strength and Constitution. In addition, if you have a natural claw attack, you gain the improved grab special attack. This ability allows you to make a free grapple attempt against a foe at least one size category smaller than you whenever you hit with your natural claw attack. For more information, see page 310 of the *Monster Manual*.

Tiger: You gain a +4 enhancement bonus to Strength and Dexterity. In addition, you gain the pounce special attack, allowing you to follow a charge with a full attack (including rake attacks). For more information, see page 313 of the *Monster Manual*.

Wolf: You gain a +4 enhancement bonus to Dexterity and Constitution and a +10 feet enhancement bonus to your land speed. In addition, if you have a natural bite attack, you can attempt to trip your opponent as a free action without making a touch attack or provoking an attack of opportunity. If this trip attempt fails, your opponent cannot react to trip you.

Razorclaw shifters tend to prefer the bear or tiger aspects of this spell, while longtooth shifters prefer the wolf aspect.

Aspect of the werebeast

As with other spells and effects, *aspect of the werebeast* does not stack with itself. You cannot gain multiple benefits from the spell even if you cast it multiple times with different aspects.

Mindset: While this spell is prepared, the duration of your shifting is increased by 1 round.

CONSTRUCT ESSENCE

Transmutation
Level: Artificer 5, sorcerer/wizard 5

As *lesser construct essence* with the following additional effects. The living construct becomes immune to critical hits, sneak attacks, ability damage, ability drain, death effects, and necromancy effects. The living construct also gains darkvision out to 60 feet.

This spell counters and dispels *lesser humanoid essence* and *humanoid essence*. If this spell is cast on a creature under the effect of *lesser humanoid essence*, the latter spell is automatically ended. If this spell is cast on a creature under the effect of *humanoid essence*, both spells are dispelled and have no effect. It has no effect if cast on a creature under the effect of *greater humanoid essence*.

CONSTRUCT ESSENCE, GREATER

Transmutation
Level: Sorcerer/wizard 9
Saving Throw: Will negates
Spell Resistance: Yes

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As *construct essence*, with the following additional effects.

The target loses the living construct subtype for the duration of the spell. It becomes immune to mind-affecting spells and abilities and any effect that requires a Fortitude save (unless the effect is harmless or also affects objects). The target living construct is no longer affected by spells that affect living creatures (such as *cure light wounds* and *harm*), and spells from the healing subschool provide no benefit.

The target living construct has no Constitution score, although its hit points remain the same. If reduced to 0 to –9 hit points, it is not destroyed, but the spell ends. If reduced to –10 hit points, the living construct is killed as normal.

This spell counters and dispels *greater humanoid essence*, *lesser humanoid essence* and *humanoid essence*. If this spell is cast on a creature under the effect of *lesser humanoid essence* or *humanoid essence*, the latter spell is automatically ended. If this spell is cast on a creature under the effect of *greater humanoid essence*, both spells are dispelled and have no effect.

CONSTRUCT ESSENCE, LESSER

Transmutation
Level: Artificer 2, sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living construct touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

When this spell is cast upon a living construct, it takes on more of the qualities of a true construct. The living construct gains the moderate fortification armor special quality, negating critical hits and sneak attacks 75% of the time. As well, the living construct gains low-light vision and immunity to nonlethal damage and stunning.

This spell counters and dispels *lesser humanoid essence*. If this spell is cast on a creature under the effect of *lesser humanoid essence*, both spells are dispelled and have no effect. It has no effect if cast on a creature under the effect of *humanoid essence* or *greater humanoid essence*.

DISCERN SHAPECHANGER

Divination
Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 round
Range: Personal
Target: You
Duration: 1 round/level

By taking a standard action to concentrate, you can see the true form of creatures within 60 feet. Each round, you can examine one creature you can see to determine whether it is polymorphed, disguised, or transmuted, and what its true form is. If you look at a shapechanger in its true form, you immediately sense its shapechanging ability, but you can't determine what other forms it might be capable of assuming.

For the purpose of this spell, a shapechanger is any creature with the shapechanger type or a supernatural or extraordinary ability that allows it to assume an alternate form. A wizard who knows *alter self* is not a shapechanger (since a spell is not a supernatural or extraordinary ability), but a barghest is (since it has the supernatural ability to assume alternate forms, even though its type is outsider).

Material Component: A balm of honey and lotus flower, applied to your eyelids.

DOMINATE LIVING CONSTRUCT

Enchantment (Compulsion) [Mind-Affecting]
Level: Artificer 5
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living construct
Duration: One day/level
Saving Throw: Will negates
Spell Resistance: Yes

As the spell *dominate person*, except that it affects a living construct.

DOPPELGANGER TRANSFORMATION

Transmutation [Mindset]
Level: Transformation 7
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level

You take on some of the qualities of a doppelganger, gaining improved mental and physical abilities. When you cast this spell, you gain a +4 enhancement bonus to Wisdom and a +2 enhancement bonus to Strength, Dexterity, Constitution, and Charisma. Your skin toughens, granting you a +4 natural armor bonus to AC (though this doesn't stack with existing natural armor). You also gain darkvision out to 60 feet and are immune to sleep and charm effects for the duration of the spell.

Special: Changeling spellcasters cast this spell at +1 caster level.

Mindset: While this spell is prepared, you gain a +2 bonus on Bluff and Disguise checks and a +2 bonus on saving throws against sleep and charm effects.

ENHANCED SHIFTING

Transmutation
Level: Druid 3
Components: V, shifter

Casting Time: 1 swift action
Range: Personal
Target: You
Duration: See text

You use divine energy to enhance the power of your shifting ability. This spell functions only if cast while you are shifting, and lasts until your shifting ends. While shifting, you receive the following benefits:

- The bonus granted to the ability score governed by your shifter trait improves from +2 to +4.
- If you gain a natural weapon while shifting, you gain a bonus on damage rolls with that natural weapon of +1 per four caster levels (maximum +5).
- If you gain a new form of movement while shifting (or if an existing form of movement is improved), you gain an enhancement bonus of +10 feet to that movement form.
- The duration of your shifting is extended by 1 round per 4 caster levels (maximum +5 rounds).

EXTEND SHIFTING

Transmutation
Level: Druid 1, ranger 1, sorcerer/wizard 1
Components: V, shifter
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: Instantaneous

When you cast this spell while shifting, you magically extend the duration of that use of your shifting ability by 4 rounds. When that use of your shifting ends, you become fatigued for 10 minutes. If you are already fatigued, or if another effect causes you to become fatigued during this time, you become exhausted.

FORCE SHAPECHANGE

Abjuration
Level: Truth 6
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Target: One creature/level
Duration: 1 round/level
Saving Throw: Will partial
Spell Resistance: Yes

When you cast this spell, you specify targets you know or believe to be shapechangers. Any shapechanger targeted by the spell takes 3d10 points of damage from wracking pain and reverts to its true form for the duration of the spell. A successful save negates the reversion and halves the damage dealt.

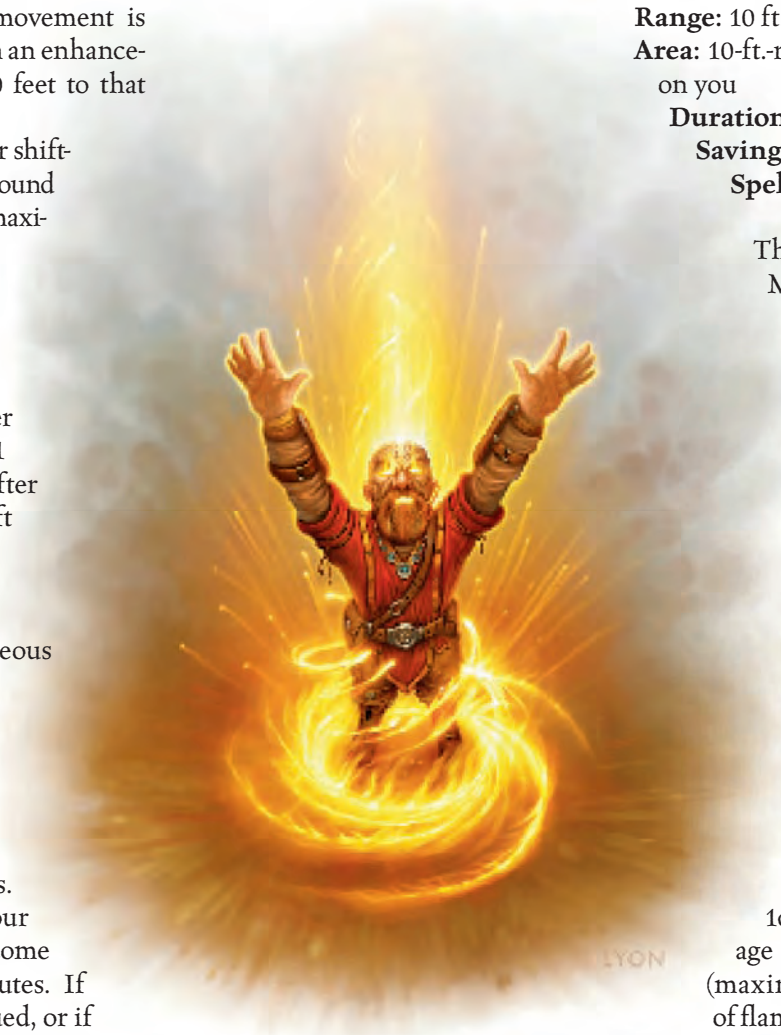
For the purpose of this spell, a shapechanger is any creature with the shapechanger type or a supernatural or extraordinary ability that allows it to assume an alternate form. A wizard who knows *alter self* is not a shapechanger (since a spell is not a supernatural or extraordinary ability), but a barghest is (since it has the supernatural ability to assume alternate forms, even though its type is outsider).

FURNACE WITHIN

Evocation [Fire, Mindset]
Level: Cleric 3, sorcerer/wizard 2
Components: V, S, DF, dwarf
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius burst, centered on you
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

The dwarves of the Mror holds embrace an ancient connection to the fiery heart of the Ironroot Mountains. Throughout their long history, dwarf spellcasters have sought to tap this kinship with their mountain homes and turn it into a more literal expression of the fiery dwarf heart.

When you cast this spell, you release a great burst of energy that deals 1d8 points of fire damage per two caster levels (maximum 5d8). The blast of flame sets fire to combustibles and damages objects



Furnace within

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in the area. If an interposing barrier shatters or breaks due to damage from this spell, the blast of heat may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any spell does.

Mindset: The energies you manipulate while preparing this spell cause an intense heat to well up within you. Although it doesn't harm you, this heat makes your unarmed strikes, natural weapon attacks, and melee attacks with metallic weapons deal 1 point of fire damage in addition to their normal damage. This heat dissipates when the spell is cast.

GOLEM IMMUNITY

Transmutation
Level: Cleric 8, sorcerer/wizard 8
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Construct touched
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

The construct touched gains the magic immunity special quality of a particular golem, chosen at the time of casting. The construct's body becomes covered in a thin skin of clay, flesh, iron, or stone (depending on the type of golem immunity chosen), and it gains immunity to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the construct, depending on the type of golem immunity conferred by the spell.

Clay: A *move earth* spell drives the construct back 120 feet and deals 3d12 points of damage to it. A *disintegrate* spell slows the construct (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage. An *earthquake* spell cast directly at the construct stops it from moving on its next turn and deals 5d10 points of damage. The construct gets no saving throw against any of these effects.

Any magical attack against the construct that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the construct to exceed its full normal hit points, it gains any excess as temporary hit points. The construct gets no saving throw against magical attacks that deal acid damage.

Flesh: A magical attack that deals cold or fire damage slows the construct (as the *slow* spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any slow effect on the construct and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the construct to exceed its full normal hit points, it gains any excess as temporary hit points. The construct gets no saving throw against attacks that deal electricity damage.

Iron: A magical attack that deals electricity damage slows the construct (as the *slow* spell) for 3 rounds, with no saving throw. A magical attack that deals fire damage breaks any slow effect on the construct and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the construct to exceed its full normal hit points, it gains any excess as temporary hit points. The construct gets no saving throw against fire effects. The construct is affected as an iron construct by rust attacks, such as that of a rust monster or a *rusting grasp* spell, regardless of its original composition.

Stone: A *transmute rock to mud* spell slows the construct (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* acts as a *total repair** spell. A *stone to flesh* spell does not actually change the construct's structure but negates its immunity to magic for 1 full round.

* See page 116 of the *Eberron Campaign Setting*.

HUMANOID ESSENCE

Transmutation
Level: Artificer 4, cleric 5
Saving Throw: Will negates
Spell Resistance: Yes

As *lesser humanoid essence* with the following additional effects. The construct becomes subject to critical hits, sneak attacks, nonlethal damage, stunning, ability damage, ability drain, death effects, and necromancy effects. In addition, a warforged affected by this spell loses its racial fortification against critical hits and sneak attacks (including any improvements to that fortification).

This spell counters and dispels *lesser construct essence* and *construct essence*. If this spell is cast on a creature under the effect of *lesser construct essence*, the latter spell is automatically ended. If this spell is cast on a creature under the effect of *construct essence*, both spells are dispelled and have no effect. It has no effect if cast on a creature under the effect of *greater construct essence*.

HUMANOID ESSENCE, GREATER

Transmutation
Level: Artificer 6, cleric 7
Saving Throw: Will negates
Spell Resistance: Yes

As *lesser humanoid essence* with the following additional effects. The target construct's type changes to humanoid, and it loses the living construct subtype if it has it. The target is now subject to critical hits, sneak attacks, nonlethal

damage, ability damage, ability drain, fatigue, exhaustion, energy drain, mind-affecting spells and abilities, poison, paralysis, stunning, disease, death effects, and necromancy effects. It can also be affected by spells and effects that only affect humanoids, such as *charm person*.

In addition, a warforged affected by this spell loses its racial fortification against critical hits and sneak attacks (including any improvements to that fortification).

This spell counters and dispels *greater construct essence*, *lesser construct essence* and *construct essence*. If this spell is cast on a creature under the effect of *lesser construct essence* or *construct essence*, the latter spell is automatically ended. If this spell is cast on a creature under the effect of *greater construct essence*, both spells are dispelled and have no effect.

HUMANOID ESSENCE, LESSER

Transmutation
Level: Artificer 3, cleric 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Construct touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

When this spell is cast upon a construct, it takes on more of the qualities of a living creature. The construct gains the full benefit of spells from the healing subschool.

This spell counters and dispels *lesser construct essence*. If this spell is cast on a creature under the effect of *lesser construct essence*, both spells are dispelled and have no effect. It has no effect if cast on a creature under the effect of *construct essence* or *greater construct essence*.

ILLUSION PURGE

Evocation
Level: Cleric 8, sorcerer/wizard 8, Truth 7
Components: V, S
Casting Time: 1 standard action
Range: 5 ft./level
Area: 5-ft.-radius/level emanation, centered on you
Duration: 1 minute/level (D)

You surround yourself with a powerful sphere of magical clarity that negates all illusions of 7th level or lower. Anything concealed or altered by illusion appears in its natural state while in the area.

INFLICT LIGHT DAMAGE, MASS

Transmutation
Level: Artificer 5
Range: Close (25 ft. + 5 ft./2 levels)
Target: One construct/level, no two of which can be more than 30 ft. apart
Saving Throw: Will half
Spell Resistance: Yes

Transmuting energy spreads out around the targets, dealing 1d8 points of damage +1 point per caster level (maximum +25) to constructs.

INFLICT MODERATE DAMAGE, MASS

Transmutation
Level: Artificer 6

This spell functions like *mass inflict light damage*, except that it deals 2d8 points of damage +1 point per caster level (maximum +30).

INSIDIOUS INSIGHT

Divination [Mind-Affecting]
Level: Bard 2, sorcerer/wizard 2
Components: V
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 day/level
Saving Throw: Will negates
Spell Resistance: Yes

The gnomes of Zilargo use knowledge of any sort as leverage to ensure that their negotiations and social interactions lead to a preferred outcome. Gnome spellcasters developed the *insidious insight* spell for just this purpose, turning the inner feelings and desires of opposing creatures against them.

While this spell is in effect, you gain great insight into the target creature's secret motivations and desires, granting you a +10 insight bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks made against it.

Special: Gnome spellcasters cast this spell at +1 caster level.

INSIDIOUS SUGGESTION

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting, Mindset]
Level: Bard 4, sorcerer/wizard 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: See text
Saving Throw: Will negates
Spell Resistance: Yes

Despite their peaceful and cheerful demeanor, the gnomes of Zilargo practice many subtle techniques to ensure that negotiations and social interactions work out in their favor. Although it is typically used only as a last resort when nonmagical negotiating (or blackmail) fails, the *insidious suggestion* spell comprises a powerful part of gnome negotiating strategy.

When you cast this spell, it functions just like a *suggestion* spell (page 285 of the *Player's Handbook*), except that if the target makes its saving throw, the same suggestion is repeated on your turn in each

subsequent round (maximum 1 round per caster level). The target creature must make another saving throw each round or be affected by the suggestion, acting out the specified course of action for up to 1 hour per caster level or until the action is completed (as per the *suggestion* spell).

Special: Gnome spellcasters cast this spell at +1 caster level.

Mindset: The energies you manipulate while preparing this spell enhance your force of personality, granting you a +2 competence bonus on Bluff, Diplomacy, and Intimidate checks.

INVOLUNTARY SHAPESHIFTING

Transmutation
Level: Sorcerer/wizard 5, Transformation 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/2 levels (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

For the duration of the spell, you force the target creature to change shape on its turn every round if it has an extraordinary or supernatural ability that allows it to do so. For example, a 5th-level druid under the effect of the spell must *wild shape* until the duration expires (or until she runs out of uses per day), a changeling must use its minor change shape ability, a shifter must use its shifting ability, and a doppelganger or rakshasa must change shape. Changing shape in this way requires as much time as the target creature's ability normally requires, but it can perform additional actions as it chooses (so long as it has actions remaining in the round).

Each time that a creature affected by this spell changes shape, it experiences wracking pain, taking 1 point of damage per caster level (maximum 15 points). Target creatures who are able to adopt more than one alternative form can choose which form *involuntary shapeshifting* forces them to take. If the target of the spell does not have an alternative form available, or if the target's alternative form cannot be assumed (for instance, while a creature with a supernatural change shape ability is within an *antimagic field*), the spell has no effect.

IRIAN'S LIGHT

Evocation
Level: Cleric 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You channel the light of Irian, the Eternal Day, into one or more brilliant rays of positive energy that heal the living and reave the undead. You may fire one ray, plus one additional ray for every four levels beyond 3rd (so two rays at 7th level and a maximum three rays at 11th level). Each ray requires a ranged touch attack to hit. Any living or deathless creature struck by a ray heals 2d8 points of damage. Any undead creature struck by a ray takes 2d8 points of damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

Special: Aerenal elf spellcasters cast this spell at +1 caster level.

MISREPRESENT ALIGNMENT

Illusion (Glamer)
Level: Bard 2, cleric 3, sorcerer/wizard 2
Components: V, S, F/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or object
Duration: 1 hour/level (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

A *misrepresent alignment* spell conceals the true alignment of an object or creature from all forms of divination, rendering a misleading result determined by the caster. For example, a spellcaster could cast *misrepresent alignment* on a chaotic evil creature or magic item, making that creature or item appear to be lawful good (or any other alignment of the caster's choice) when subject to spells such as *detect evil* and *detect good*.

Arcane Focus: A miniature, wavy mirror worth 25 gp that reflects a distorted image.

NATURAL WEAPON AUGMENTATION

Transmutation
Level: Artificer 4

As *lesser natural weapon augmentation*, but you can choose any special ability whose market price is equivalent to a bonus of up to +3 or up to 70,000 gp, such as speed.

Material Component: An ointment made from rare spices and minerals, costing 100 gp.

Special: Warforged spellcasters cast this spell at +1 caster level.

NATURAL WEAPON AUGMENTATION, GREATER

Transmutation
Level: Artificer 6

As *lesser natural weapon augmentation*, but you can choose any special ability whose market price is equivalent to a bonus of up to +5 or up to 200,000 gp, such as vorpal.

Material Component: An ointment made from rare spices and minerals, costing 200 gp.

Special: Warforged spellcasters cast this spell at +1 caster level.

NATURAL WEAPON AUGMENTATION, LESSER

Transmutation
Level: Artificer 2
Duration: 10 minutes/level
Range: Touch
Target: Creature touched
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As *personal natural weapon augmentation*, but the spell can be cast on one natural weapon of any creature.

Material Component: An ointment made from rare spices and minerals, costing 20 gp.

Special: Warforged spellcasters cast this spell at +1 caster level.

NATURAL WEAPON AUGMENTATION, PERSONAL

Transmutation
Level: Artificer 1
Components: S, M
Casting Time: 1 minute
Range: Personal
Target: You
Duration: 1 minute/level

One of your natural weapons temporarily gains a special ability commonly found on magic weapons. You can choose any special ability whose market price is equivalent to a +1 bonus or up to 10,000 gp, such as *flaming* or *keen* (see Table 7–14, page 223 of the *Dungeon Master's Guide*). The natural weapon does not have to have an existing enhancement bonus, nor does it gain one when you imbue it with this infusion.

Material Component: A cinder from a fire put out by rain.

Special: Warforged spellcasters cast this spell at +1 caster level.

REACHWALKER'S WARINESS

Transmutation
Level: Druid 2, ranger 2
Components: V, S
Casting Time: 1 standard action
Range: 30 ft.
Area: 30-ft.-radius spherical emanation, centered on you
Duration: 10 minutes/level

When this spell is in effect, you are instantly aware of the exact position of any aberration within the spell's area, as if you had blindsense with respect to aberrations only. See page 306 of the *Monster Manual* for details on the blindsense ability.

Special: Shifter spellcasters cast this spell at +1 caster level.

REPAIR LIGHT DAMAGE, MASS

Transmutation
Level: Artificer 5
Range: Close (25 ft. + 5 ft./2 levels)
Target: One construct/level, no two of which can be more than 30 ft. apart
Saving Throw: Will half
Spell Resistance: Yes

Transmuting energy spreads out around the targets, repairing 1d8 points of damage +1 point per caster level (maximum +25) to constructs.

REPAIR MODERATE DAMAGE, MASS

Transmutation
Level: Artificer 6

This spell functions like *mass repair light damage*, except that it repairs 2d8 points of damage +1 point per caster level (maximum +30).

RIDE OF THE VALENAR

Transmutation
Level: Druid 1, ranger 1
Components: V, S, M
Casting Time: 1 standard action
Range: Personal

A warforged artificer strikes with a fiery natural weapon augmentation

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Target: You
Duration: 10 minutes/level

Seeking always to improve the handling of their beloved horses, the spellcasters of Valenar have long worked with magic that strengthens the bond between rider and mount. While this spell is in effect, you gain a +5 competence bonus on Ride checks. If your mount is also your animal companion, the competence bonus improves to +10.

Special: Elf spellcasters from Valenar cast this spell at +1 caster level.

SCORPION TAIL

Transmutation
Level: Sorcerer/wizard 3
Components: V, S, drow
Casting Time: 1 standard action
Range: Touch
Target: Willing creature touched
Duration: 1 round/level
Saving Throw: Fortitude partial; see text
Spell Resistance: No

The affected creature sprouts a black, scorpionlike tail. As a free action each round, the target creature may attack any adjacent foe with the tail's stinger, using its full melee attack bonus and dealing 2d6 points of piercing damage (plus Strength modifier) on a successful hit. The tail is treated as a magic weapon for the purpose of overcoming damage reduction; any creature wounded by the stinger must succeed on a Fortitude save or be stunned for 1 round.

SHIFTER PROWESS

Transmutation
Level: Druid 1, ranger 1, sorcerer/wizard 1
Components: V, S, shifter
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: See text

You infuse your senses with the latent power of your lycanthrope heritage, increasing your racial bonuses on Balance, Climb, and Jump checks by +8. This spell functions only if cast while you are shifting, and lasts until your shifting ends.

TOUCH OF JORASCO

Conjuration (Healing)
Level: Cleric 1
Components: V, S, F, halfling
Casting Time: 1 standard action
Range: Personal and touch; see text
Target: You and creature touched; see text
Duration: See text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Whether roaming the broad Talenta plains or attending a glittering social gathering in the heights of Sharn, the halflings of House Jorasco understand more of healing than any other power in Eberron, and work to perfect specialized healing magic. This spell imbues the caster with an ability to heal minor wounds that lasts throughout the day.

When you cast this spell, you store healing energy within your own form that can then be used to heal a number of hit points equal to twice your caster level (maximum 10 hp). You may choose to divide this healing among multiple recipients, and you don't have to use it all at once. Delivering healing with this spell requires a touch (a standard action) but does not provoke attacks of opportunity.

The effects of multiple *touch of Jorasco* spells do not stack, meaning that you can only store healing energy from one such spell at a time. If you cast the spell again before discharging all of the healing from a previous casting, the new total simply replaces the earlier one, effectively ending the previous spell.

As with all healing spells, *touch of Jorasco* deals damage to undead creatures. Using the spell in this way requires a successful melee touch attack but doesn't provoke attacks of opportunity. You decide how many points of healing energy to discharge as damage after successfully touching an undead creature.

TRUE SEEING, MASS

Divination
Level: Truth 9
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart.

This spell functions like the *true seeing* spell (see page 296 of the *Player's Handbook*), except that it affects multiple creatures.

Material Component: An ointment for the eyes that costs 1,000 gp and is made form mushroom powder, saffron, and fat.

UNFETTERED HEROISM

Transmutation
Level: Bard 5, sorcerer/wizard 5
Components: V
Casting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round/level

You tap deep into your own arcane power to enhance the innate heroism within you. Each round that this spell is in effect, you gain a free temporary action point. If you don't spend this point by the beginning of your next turn, you lose it (though you gain another free point in the next round while the spell is in effect). In addition, while this spell is in effect, you can use action points more than once in a single round (though you may

only spend one action point to modify the result of any one die roll or action, as normal).

You must have at least one action point to cast *unfettered heroism*. Once this spell ends, whether the duration expires or it is dispelled, you become fatigued.

Special: Human spellcasters cast this spell at +1 caster level.

UNSEEN CRAFTER

Conjuration (Creation)
Level: Artificer 2, bard 2, cleric 2, magewright 2*, sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One invisible, mindless, shapeless servant
Duration: 1 day/level (D)
Saving Throw: None
Spell Resistance: No

This spell functions as *unseen servant*, except that the *unseen crafter* can be assigned any one task that can be accomplished by the use of the Craft skill. Appropriate tools and materials must be provided for the *unseen crafter*; it makes Craft checks using your ranks in the skill plus your bonus for the relevant spellcasting ability (Intelligence for artificers, wizards, and magewrights, Charisma for bards and sorcerers, and Wisdom for clerics).

An *unseen crafter* can take 10 or attempt to work more quickly (as described in the Craft skill description, page 70 of the *Player's Handbook*), but this must be part of the command it is given when the spell is cast. Once the *unseen crafter* has completed the assigned task, the spell ends as if dismissed. If the *unseen crafter* leaves work undone, any creature or another *unseen crafter* can continue it.

Special: When the *unseen crafter* is commanded to repair a warforged, it receives a +10 bonus on its Craft check.

*The magewright NPC class is described on page 256 of the *Eberron Campaign Setting*.

An unseen crafter at work on a damaged warforged

WILD INSTINCTS

Divination [Mindset]
Level: Druid 2, ranger 3
Components: V, S, DF
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 minute/level

When you cast this spell, you sharpen your instincts and your awareness of your immediate surroundings. While the spell is in effect, you retain your Dexterity bonus to AC even if flat-footed or attacked by an unseen opponent, and you gain a +10 insight bonus on Listen and Spot checks.

Mindset: The energies you manipulate while preparing this spell enhance your senses, granting you a +1 insight bonus on Listen and Spot checks (or a +2 bonus on Listen and Spot checks if you are a shifter). This bonus is replaced by the bonus granted when the spell is cast.

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The kalashtar and Inspired of Eberron continue to create new applications for their innate psionic talents.

NEW PSION/WILDER POWERS

1st-Level Psion/Wilder Power

Primal Fear: Opponent feels an irresistible jolt of fear.

4th-Level Psion/Wilder Power

Suggestion, Implanted: Plant *suggestion* to be triggered later.

NEW PSYCHIC WARRIOR POWER

1st-Level Psychic Warrior Power

Primal Fear: Opponent feels an irresistible jolt of fear.

PRIMAL FEAR

Telepathy [Mind-Affecting]
Level: Psion/wilder 1, psychic warrior 1
Display: Visual
Manifesting Time: 1 swift action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature with Intelligence 3 or higher
Duration: 1 round
Saving Throw: None
Power Resistance: None
Power Points: 1

The quori have spent thousands of years toying with nightmares and refining horror to a fine art. They often use this power to soften up enemies before following with a more powerful attack.

Primal fear allows you to slip past the target creature's mental defenses and blast its subconscious mind with pure visceral terror. Victims are unable to describe what they saw, but are shaken for 1 round. This effect doesn't stack with other fear effects.

Augment: For every additional power point you spend, this power can affect an additional target.

SUGGESTION, IMPLANTED

Telepathy (Compulsion) [Mind-Affecting]
Level: Psion/wilder 4
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 day/level or until completed
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 7

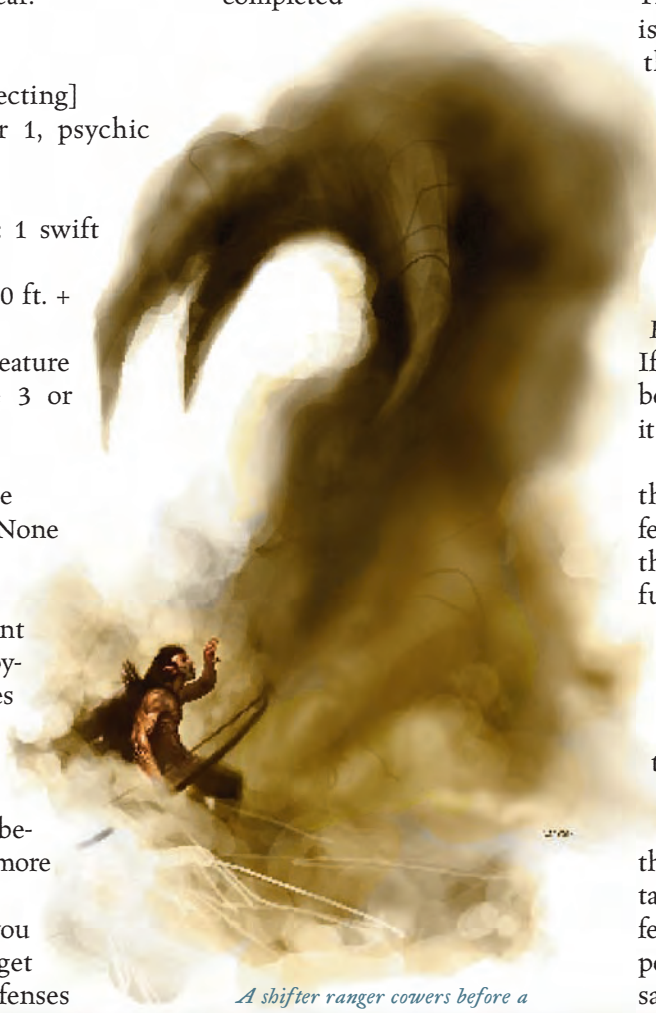
This power functions as the *suggestion* spell (page 285 of the *Player's Handbook*), except that when you implant a telepathic suggestion in the mind of the target, you also establish a set of circumstances that will trigger the suggestion. You must be able to describe the trigger in two sentences or less (for example, "Midnight tomorrow evening," "When Lord ir'Daza mentions the weather," or "Wait two days, then as soon as you see the king.")

When the trigger event occurs, the target receives the implanted suggestion and acts accordingly. The suggestion is telepathic and is not language dependent, and the target creature will not be able to explain why it acted the way it did.

Aura sight will reveal the presence of a latent *implanted suggestion*, and *aura alteration* can be used to remove it (see Chapter 5 of the *Expanded Psionics Handbook* for power descriptions). If the duration of this power expires before the suggestion is triggered, it fades away harmlessly.

The target makes its saving throw when the power is manifested, so you know whether or not the suggestion has been successfully placed. The mental display is a faint whisper, and the target creature must make a DC 20 Listen check to notice it. Even then, it won't be able to make out the words.

Augment: For every two additional power points you spend, this power can affect an additional target that cannot be more than 15 feet away from another target of the power. All targets must receive the same triggering instructions.



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A shifter ranger cowers before a manifestation of the primal fear power

Heroes Ready for Anything, Anywhere

Dauntless adventurers arise from among the spirited races of the warforged, shifters, changelings, and kalashtar. These bold explorers hurl themselves into the most dangerous quests with an unquenchable thirst for fortune and glory.

This supplement for the D&D® game provides detailed information on the psychology, society, culture, behavior, religion, folklore, and other aspects of the races originally presented in the *EBERRON™ Campaign Setting*. In addition, *Races of Eberron* also provides new substitution levels, prestige classes, feats, spells, magic items, equipment, and other options for creating exciting characters ready to explore any campaign world.

To use this supplement, a Dungeon Master also needs the *Player's Handbook™*, *Dungeon Master's Guide™*, and *Monster Manual™*. A player needs only the *Player's Handbook*.

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